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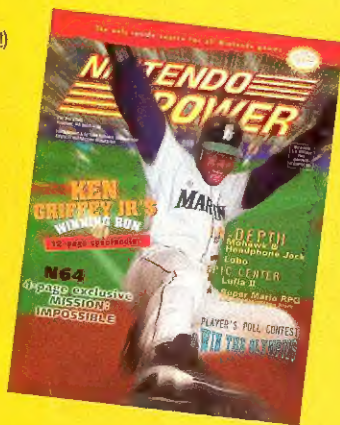
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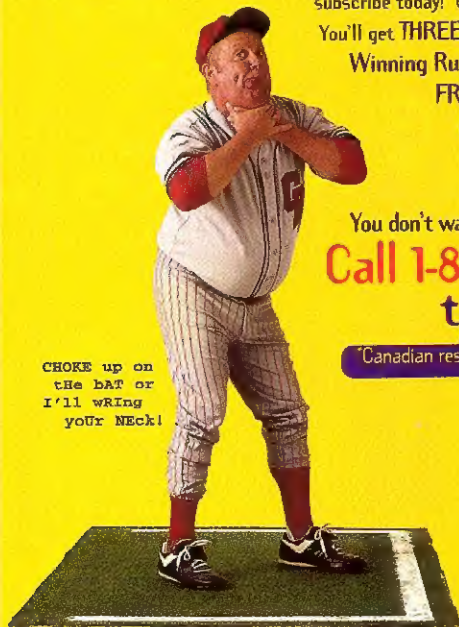
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SEPTEMBER VOLUME 88
US \$4.95 / CANADA \$5.95



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IN-DEPTH

More screen shots, more tips, more
winning strategies on **PILOTWINGS 64**
• **DONKEY KONG LAND 2** • **REALM**
and more!

Player's Poll—Volume 88

Prizes? Prizes! Sure, we got prizes! To get a chance to win, answer the following questions. Then, send in your card, pronto!

Check out the list on page 106, then write down the numbers for your five favorite games in order of preference, with your top choice first.

A. *Super NES* 1.____ 2.____ 3.____ 4.____ 5.____

B. *Game Boy* 1.____ 2.____ 3.____ 4.____ 5.____

C. *Virtual Boy* 1.____ 2.____ 3.____ 4.____ 5.____

D. Which five products are you most interested in playing?

1.____ 2.____ 3.____ 4.____ 5.____

E. How old are you?

1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

F. Sex

1. Male 2. Female

G. Do you expect to purchase a N64 or receive one as a present in the next three months?

1. Yes 2. No 3. Not sure

H. Have you played the N64 at an in-store display?

1. Yes 2. No

I. Have you heard about the N64 on TV or read about it in another magazine or newspaper?

1. Yes 2. No

Name _____

Address _____

City _____

State/Prov. _____

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Do you own any of these game systems?

J. Sega Saturn	1. Yes	2. No
K. Sony PlayStation	1. Yes	2. No
L. 3DO Multiplayer	1. Yes	2. No
M. Virtual Boy	1. Yes	2. No

N. Do you expect to purchase a Game Boy Pocket or receive one as a present in the next three months?

1. Yes 2. No 3. Not sure

O. Do you already own a Game Boy?

1. Yes 2. No

Trivia question: What kind of bird races Mario down an icy slide in *Super Mario 64*?

Answer: _____

Terrificamento! Now send in your card and keep your fingers crossed!

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ICE

THE COMPETITION

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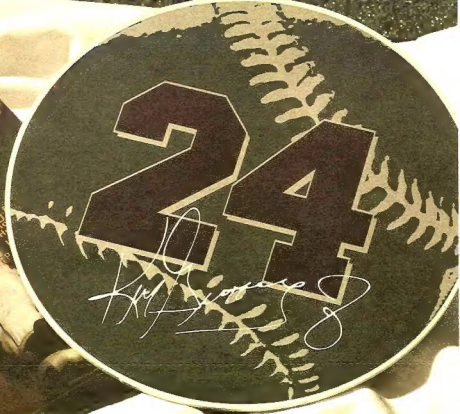
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The N64. Here. Now.
Your perspective on games is about to change.



NINTE



NINTENDO POWER

Super Mario 64: The Adventure Begins!

14 You've seen the tantalizing previews. Been dazzled by the early screen shots. This month, we begin in-depth coverage with a look at the layout of Princess Toadstool's castle and maps of the first few levels. Don't miss out on the details! It all starts on page 14.



NINTENDO 64

Take Flight With Pilotwings 64



24 For aspiring N64 pilots, the wait is over. In this issue, complete coverage of Pilotwings 64 gets off the ground with flight plans for earning certificates in A and B classes. See the Pilotwings 64 world—from the air, beginning on page 24.

Ready for a Road Trip?

32 Any racer's engine would rev at the prospect of a coast-to-coast rally, and that's just what Cruis'n USA has to offer video thrill-seekers. The green flag drops on the racing action this month with a four-page preview.



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POWER CHARTS

It's tag-team Tetris Attack, as both the Super NES and the brand-new Game Boy versions chart this month. Meanwhile, Mario's quest for the Smithy Gang puts him atop the Super NES Top 20. What are your fave games? Let the world know by sending in your Player's Poll Response Card at the back of this issue!



SUPER NES TOP 20

	GAME	COMPANY	LAST MONTH	MOVIES ON CHART
1	SUPER MARIO RPG	Nintendo	1	5
2	CHRONO TRIGGER	Square Soft	3	14
3	DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST	Nintendo	2	11
4	THE LEGEND OF ZELDA: A LINK TO THE PAST	Nintendo	3	6
5	SUPER MARIO WORLD 2: YOSHI'S ISLAND	Nintendo	6	11
6	KEN GRIFFEY JR.'S WINNING RUN	Nintendo	5	4
7	FINAL FANTASY III	Square Soft	9	21
8	SUPER METROID	Nintendo	8	29
9	TETRIS ATTACK	Nintendo	7	2
10	KILLER INSTINCT	Nintendo	11	15
11	DONKEY KONG COUNTRY	Nintendo	13	23
12	SUPER MARIO KART	Nintendo	10	41
13	SECRET OF EVERMORE	Square Soft	—	10
14	FINAL FANTASY II	Square Soft	—	10
15	MORTAL KOMBAT 3	Williams	19	10
16	BREATH OF FIRE II	Acclaim	—	4
17	SECRET OF MANA	Square Soft	—	19
18	UNIRACERS	Nintendo	—	3
19	AEROBIZ SUPERSONIC	Koei	—	4
20	EARTHWORM JIM 2	Playmates	16	11

TOP FIVE KIRBY GAMES

A cute cream puff with one tough cookie, Kirby has wowed millions of action fans worldwide. Kirby Super Star bounds into stores everywhere in September. Check out our exclusive review beginning on page 50!

1. KIRBY SUPER STAR (SUPER NES)
2. KIRBY'S BLOCK BALL (GAME BOY)
3. KIRBY'S PINBALL LAND (GAME BOY)
4. KIRBY'S DREAM LAND 2 (GAME BOY)
5. KIRBY'S DREAM LAND (GAME BOY)

MOST WANTED

1. NINTENDO 64
2. SUPER MARIO 64 (N64)
3. MORTAL KOMBAT TRILOGY (N64)
4. CRUISE 'N' USA (N64)
5. KILLER INSTINCT (N64)
6. STAR WARS: SHADOWS OF THE EMPIRE (N64)
7. DOOM (N64)
8. PILOTWINGS 64 (N64)
9. SUPER MARIO RPG
10. MISSION IMPOSSIBLE (N64)



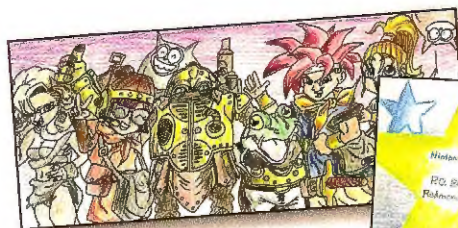
GAME BOY TOP 10

	GAME	COMPANY	LAST MONTH	MOVIES ON CHART
1	THE LEGEND OF ZELDA: LINK'S AWAKENING	Nintendo	1	41
2	TETRIS ATTACK	Nintendo	NEW	1
3	TETRIS	Nintendo	3	46
4	DKL 2: DIDDY'S KONG QUEST	Nintendo	NEW	2
5	SUPER MARIO LAND 2: 6 GOLDEN COINS	Nintendo	6	46
6	METROID II: RETURN OF SAMUS	Nintendo	4	57
7	DONKEY KONG LAND	Nintendo	2	20
8	WARIO LAND: SUPER MARIO LAND 3	Nintendo	5	25
9	KIRBY'S BLOCK BALL	Nintendo	NEW	2
10	DONKEY KONG	Nintendo	4	24



VIRTUAL BOY TOP 5

	GAME	COMPANY	LAST MONTH	MOVIES ON CHART
1	WARIO LAND	Nintendo	1	11
2	MARIO'S TENNIS	Nintendo	2	11
3	GOLF	Nintendo	4	5
4	3-D TETRIS	Nintendo	5	4
5	MARIO CLASH	Nintendo	—	4



you could have some of your neat AOL stuff at your Nintendo Web site?

Jeffrey K. Czyn
via the Internet

We'd love to run an interactive story or celebrity chat at www.nintendo.com, but technical difficulties (example: old browsers) would shut out many an Internet traveler, and we sure don't want to do that. As technology improves, so will our site. Count on it.

Nothing Dinky Here!

When I finally got the chance to check out your Web site, I must say I was shocked. I was expecting a dinky little thing that basically just had all the articles from the magazine typed up onto a computer screen. But what I got was something else! In the section about Super Mario RPG (which is a fantastic game!), that little twirling star above the Mario logo is just the best. I don't know why, but I sat for three minutes watching that star twirl. Then, I ventured into this fantastic little place called Classified Info. Trust me, this thing tops all. No more searching through boxes and boxes of old issues for codes. So of course, I subscribed right away to get all the codes! I can't be happier! The only complaint I have is

that in this section you kind of overdid it with the frames. It's kind of squishy and hard to see everything. But other than that, the Classified Info Code Bank is bliss, the nirvana of Nintendo gamers.

George Wright
via the Internet

Graphical Revolution

I can't believe how much things have changed from the NES to the N64. The NES, with its rigid graphics and ugly sound effects, to the N64, with smooth 3D graphics and symphonic overtures. I have been a loyal subscriber and reader of Nintendo Power from Volume 1, with the clay Mario figure holding a mushroom on the cover. Now I look at Volume 86, and there's N64 coverage. It's amazing

how, over 7 years and 2 months, graphics and music have undergone such dramatic makeovers.

Nick Pagano
Hasbrouck Heights,
New Jersey



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PLAYER'S PULSE

This Issue Beats All

I just received my latest issue of Nintendo Power (Volume 86) and it was awesome. I really loved the Beat the Boss article. You should make this a permanent section in NP. Also you should offer strategies to beat bosses in old games, like Mega Man X.

Mohammed Quaizar
via the Internet

Beat the Boss will make a comeback, but don't expect it every month.

Love Those Letters

You should expand Player's Pulse even more. Every month that is the first section I turn to. Please don't print short letters that totally agree with your magazine. Please stop coverage of Virtual Boy due to the fact that it is very unpopular with me and my friends and every living thing on this planet. Return the Power Charts to two pages! It was much cooler before. Now I can barely find it. Good job with Epic Center. It has really gotten me interested in RPGs

Michael Stoops
via America Online

Case Up on the N64

I think you've been spending just a little too much time on the N64. Don't get me wrong: I'm thrilled with the graphics and everything, but it hasn't even been released. Also, in Volume 86 you only reviewed three games in Now Playing, and only one got a seal of approval. However, I still think Player's Pulse and Classified Info are great. Keep up the good work in those departments.

Ian Wright
Herndon, Virginia

Nintendo Power readers are looking forward eagerly to the official North American debut of the Nintendo 64 on September 30, but that hasn't kept them from sending in their opinions on everything from Classified Information to the Nintendo Web site!



Arena. Besides reminding me of games I want but don't own, it's also a place for good gamers to brag. No offense.

Josh Lippert
via the Internet

Ha Ha Ha

I like your magazine and all, but you need more fun things, well I mean funnier things. Like making fun of games that are just insane to even be put on the market. You have a lot of information and everything, it's just that there isn't really anything that catches me and won't let me go. I'm sorry to insult your magazine, I like it and all but I just had to tell you that.

Joey Gibson
via the Internet

Some months, tons o' games come out, other months, only a handful. As for the solo seal of approval, what good would it be if we handed one out to every game that came out?

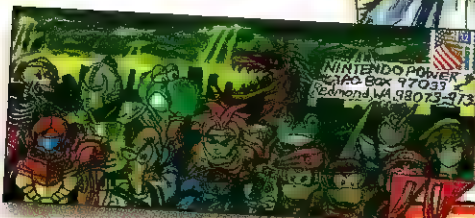
Arena? Aaargh!

I already own a NES, Game Boy and Super NES. The only other system I want is Virtual Boy. I don't want an N64. I like better graphics, but I don't want to buy a system for them. I think that Epic Center should be greatly expanded, but I would get rid of



Web Site: Bummer

There is only one problem regarding your on-line resources. Everything good is on America Online! All the chats with Mr. Miyamoto and Ken Griffey Jr., the on-line games like Blood of the Chozo, and all the other stuff that I never got to take part in are only on America Online. Anyway to get to the point, is there any way



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LETTERS, (CONTINUED)...

Power Pucks

I was wondering if you could run an article about NHL '96. It is the best sports game I have ever played! Try to include some codes, such as for secret sports teams.

Ryan Leemhuis
Rochester Hills, Michigan

Feast your eyes on Classified Information in Volume 87 for some super-secret teams, Ryan. Those crafty code-jockeys at Electronic Arts snuck a few surprises into their smash-hit pufffest!

Contest Question

Can nonsubscribers still participate in the Player's Poll Contest every month?

Aaron R. Droller
via American Online

You bet!

Groovin' at E3

I had the great opportunity to attend the recent E3 show in Los Angeles and played the Nintendo 64 system as well as the other notable systems currently on the market, such as the PlayStation and the Saturn. I was very impressed with the N64. There were long lines at each of the N64 stations where guests anxiously awaited their turns to play Super Mario 64, Pilotwings 64 and other titles. No doubt about it, interest was very high at the Nintendo E3 booth. What a blast to have been part of the whole experience. I also

I'm So Disney. My Head's Spinnin'

Volume 81 Grand Prize Winner Dan Tempo of Desplaines, Illinois, went where no gamer had ever gone before when he won a rare peek behind the scenes at Disney Interactive! It turned out, though, that Dan was most impressed by a 64 bit plumber just off the plane from Japan. He spent two hours playing Super Mario 64 before heading out to Disneyland, where he and cousin Chris Daliva caught the hot new Indiana Jones ride in Adventureland.



had a chance to meet and talk briefly with your online Game Counselors, who seemed to be great folks and very personable. Although I was a guest of Philips Media, I felt like a kid in a candy store and now understand why Nintendo

Power is always very excited about the E3 shows. It was the opportunity of a lifetime to attend.

Elaine Palmer
Los Angeles, California

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NES or NES, including Yoshi
Super Mario RPG. Also
game Lufia II, Killer Instinct
Kombat II, Mortal Kombat
Illusion of Gaia, Super Metroid, Secret of
Evermore, Breath of Fire, Breath of Fire II
Chrono Trigger, Final Fantasy III, Donkey
Kong Country, Donkey Kong Country 2,
Donkey Kong Land and Super Punch-Out!!
Alpha

News about hot new games,
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BLAST OFF TO THE FUTURE

Nintendo makes history with North American Launch of the N64.

The N is near!

On September 29th, the most anticipated video game system in video game history goes on sale in stores all over the United States and Canada. Mark your calendar and bustle on down to your local Nintendo dealer, if the N64's appearance in North America is anything like its

Japanese debut, you can expect one of the wildest days in retailing history. In Japan, eager gamers lined up the night before the N64 went on sale. Two shipments, totaling a half million systems, sold out in a week. Many of those systems went to game players who placed their orders and plunked down 25,000 yen (about \$250) long before the N64 hit the shelves. It's not surprising that

Let the Games Begin

Nintendo's philosophy is simple: deliver the best games, period. That's why Nintendo and the Dream Team of third-party developers are busy putting the finishing touches on an all-star lineup of games slated to ship soon after the initial N64 launch.

Blast Corps	Nintendo
Cruis'n USA	Nintendo
Killer Instinct Gold	Nintendo
Mortal Kombat Trilogy	Williams
NBA Hang Time	Williams
Star Wars: Shadows of the Empire	Nintendo
Tetrisphere	Nintendo
Turok: Dinosaur Hunter	Acclaim
Wave Race 64	Nintendo
Wayne Gretzky's 3-D Hockey	Williams



This great-looking box contains a world of fun. Nintendo plans to ship at least 1 million to U.S. and Canadian stores by March 30th, 1997.

Nintendo officials are advising retailers to prepare for an onslaught of game players eager to get their hands on the future of fun.

Can't wait 'til September 29th to take the N64 for a spin? U.S. residents might want to head over to their local Toys 'R' Us. Beginning the first week of September, every stateside Toys 'R' Us will have a special N64 section featuring at least three systems that you can test out. No Toys 'R' Us nearby? Don't despair. Throughout September, other Nintendo retailers will be setting up displays as fast as they can get them. Every Target and most Wal-Mart stores are slated

ed to get playable N64 displays. At least 3,000 Blockbuster Video stores nationwide will be getting display systems that you can try out. By mid-October, more than 10,000 playable N64 displays will be up and running in the United States.

Still can't find a store with an N64 you can try out? Many more will be running N64 demos. Across the United States, about 1,800 stores will have N64 games on their Power Previews displays. At the push of a button, you'll be able to preview Super Mario 64, Pilotwings 64 and other hot new titles.

If a brief tryout in a store leaves you thirsting for more, you can rent a system at your local Blockbuster Video store. From the launch date until November 30th, Blockbuster Video will be the only official rental dealer in the U.S. For \$16.99, you'll get everything you need for instant fun, including the N64 control deck, all the necessary cables and cords, two controllers, instructions and your choice of a Game Pak.

Canadian game players can also look forward to a big piece of the N64 action. In fact, they've already been enjoying the game this summer at special Nintendo



Team Nintendo ace Alan Be and nel i demos Super Mario 64 at the Nintendo Power Pod in Toronto.



To really appreciate the N64, you've gotta play it. Fortunately, that won't be too hard. By launch date, high-tech displays like this one will be installed in stores from coast to coast. Head on down to your local Nintendo retailer to get your fingers on the future of fun!





NINTENDO 64



CPU

Clock Speed: 93.75 MHz



MEMORY

4,500 bits per second



CO-PROCESSOR

Integrated SPP (pixel drawing processor), 64-bit, 62.5 MHz



RESOLUTION

Maximum 640 / 480 dots
Flicker-free interlace mode support



COLOR

32-bit RGBA on-screen color support
21-bit color video output



GRAPHICS PROCESSING

Z-Buffer
Anti-aliasing
Realistic texture mapping
• tri-linear MIP-map interpolation
• perspective correction
• reflection mapping



At launch, Nintendo's revolutionary games at Nintendo Company Ltd. fabricated in its sleek and compact case. The controller's groundbreaking design allows characters to move freely in a 3-D environment. The analog Combat Stick gives you precise game control. No other controller can match the N64's precision.



pavilions in theme parks in Toronto, Montreal and Vancouver. By mid-September, every Toys 'R' Us in the country will have a display with at least one playable N64. Other outlets will join the N64 brigade, so that by launch date, more than 600 different stores across the country will have playable displays. Wanna take an N64 home for a few nights? Beginning September 30th, every Rogers Video (V.deotron in Quebec), about 250 outlets in all, will rent an N64 and your choice of one game for three nights for \$14.99. Rogers is also running a contest in which you'll have a chance to win an N64!

If we hear about additional places you can play the N64, we'll post them on Nintendo Power Source on America Online (Keyword: Nintendo) and the Nintendo Web site (www.nintendo.com).

Gearing Up

The North American version of the N64 will come with the Control Deck AC adapter and one controller. In order to keep the price down, Nintendo decided to leave out the A/V cable that connects the console to a TV set. This shouldn't present a problem for Super NES owners, who are expected to be in the majority of N64 buyers. They can simply use their A/V cables to hook up their N64s. In case you don't have a Super NES, Nintendo dealers will stock A/V cables.

Mission Control

Separate controllers will also be available at the launch, even though the first multiplayer games won't ship until later. You'll have your choice of six Play It Loud colors, including red, yellow, blue, green, charcoal and light gray. The manufacturer's suggested retail price for these polychromatic beauties is \$29.95 apiece. The N64 Controller Pak™ should appear on store shelves later in the fall. Slotting into the bottom of the N64 Controller, this add-on device will store personal game-play info, such as your name and save point. Take it along to a



friend's house and you'll be able to pick up a game where you left off!

Technical Stuff

The hardware wizards at Nintendo and Silicon Graphics really pushed the envelope with the N64. The result: a fast, powerful system that offers game developers plenty of room to grow. You get the world's greatest gaming experience now and you're assured of getting amazing new games far into the future. What a deal!

Here's a quick guide to some of the technical feats behind this groundbreaking system. Note that most of these capabilities are "hard-wired" into the N64, which means they're built right into the hardware. You can achieve some of these same effects in other video-game systems, but often they've been slapped on with software that can slow down the system. Expect future generations of N64 games to far outperform games on other systems!

THE FUN MACHINE

What It's Called

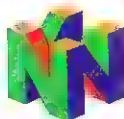
What It Does

Anti-aliasing	Smooths out jagged edges
Alpha blending	Makes great transparency effects. For example, objects seen through water look different than objects seen through air
CPU	Central processing unit. 64 bits means fast and powerful
Level-of-detail (LOD) management	Powerful Reality CoProcessor generates huge, richly detailed worlds, with many objects up close and far away
Microcode	Custom CPU control instructions optimized for audio, lighting, graphic details and other ultra-realistic effects
Reality Co processor	The heart and soul of the N64. A 64-bit custom chip from Silicon Graphics that performs all graphics and audio processing
Texture mapping	Puts a bitmap picture, or texture, onto a surface. In other words, a brick wall looks like a brick wall, not like a blank one
Irrinear MIP-map interpolation	Subtly blends colors and patterns of texture maps to make objects more realistic, even as they move closer to you
Unified Memory Architecture	The N64 has lots of fast memory. You'll be able to add to it, too
Wavetable synthesis	Dynamic high-fidelity sounds. Found in pricey multimedia PCs
Z-Buffer	Keeps stuff in the right place even if you're moving quickly. Objects maintain their true spatial relationships



Silicon Graphics helped develop the heart and soul of the N64. SGI also provided the workstations used to design the oh-so-cool case Pop in a Game Pak, though, and you'll instantly forget all the technical specs. You've never experienced anything like the thrill of playing with the world's greatest fun machine!

NINTENDO⁶⁴



SUPER MARIO 64™



Princess Toadstool has invited Mario to her castle for a bite to eat, but what follows is no piece of cake! Follow Mario as he leaps into 15 vast worlds, plus many more secret areas. He'll find lava lakes, murky mazes and sunken ships. He'll ride a condor, squash giant bugs and dodge a vicious plane. Welcome to the wild worlds of Super Mario 64!

A GALLERY OF WONDERS

Toss away all your preconceptions about fun. The first truly interactive 3-D video game is here! For the first time ever, you can change your view of the action. This unprecedented freedom is a vital part of the game-play experience. Throughout Super Mario 64, you'll find yourself pausing to check out the best way to proceed. To get the lay of the land, you'll use the yellow C Buttons to change the position of the camera held by the Lakitu Brothers. You can also press the R Button to zoom in from the Lakitu's to Mario's point of view. When you're ready, enter treacherous worlds where Bowser's fierce minions will stop at nothing to keep you from retrieving the castle's Power Stars. To get there, you'll have to leap through paintings in the castle. Talk about weird art!

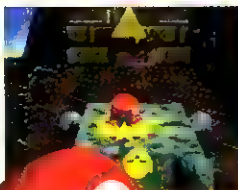
SLIDE ATTACK



Grab Bob-ombs and fetch animal friends by pressing the B Button while dashing at them. Gain altitude, and add style, by pressing the A Button to leap before pressing the B Button.

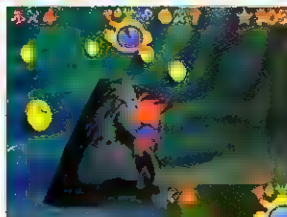
POUND THE GROUND

Squish enemies and break boxes by jumping and then pressing the Z Button while airborne.

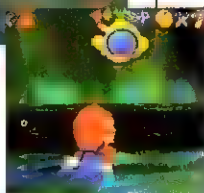


The analog Control Stick gives such pinpoint control that you'll be happy just to experiment with Mario's super moves before venturing through a painting. Try pushing the A, B and Z buttons in different combinations as you zip about the castle grounds and interior. You'll also notice that you can make Mario creep, walk or run, simply by pressing the Control Stick at different angles. The castle moat offers a safe environment for taking swimming lessons. Here are just a few of Mario's many moves. You'll find many more as you play the game!

SWIM



Stroke and kick with the fish in the watery worlds of Super Mario 64, but make sure that andubber Mario comes up for air before his Power Meter expires.



MARIO'S SUPER MOVES

BACK SOMERSAULT

Do a Backward Somersault to gain more height than you can with a conventional jump. Press the Z Button before springing backwards with a tap of the A Button. It's one of the handiest moves Mario can make.

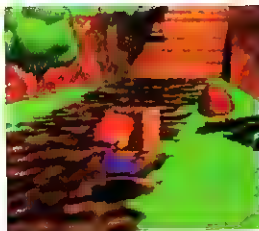


WALL KICK

For maximum altitude, jump, then jump again just as you touch a wall. Timing is critical in this difficult move. The Wall Kick is the only way you'll reach high places and things.



THROW



A good way to say "Adios" to enemies is to hurl coin-filled boxes at them. You can also throw some enemies, such as Bob-ombs, and other objects.

GIANT THROW

The only way little Mario can beat big, bad Bowser is by grabbing the brute by the tail and whipping him around and around before hurling him into targets.



PRINCESS TOADSTOOL'S CASTLE



Arriving at the Princess's castle, Mario finds the place mysteriously empty. Bowser has swiped the castle's Power Stars and hidden them in 15 ominous worlds he's created behind the castle's paintings and in other areas. Bowser has assigned beligerent baddies to guard some of the Stars; others, he has hidden in hard-to-reach locations. To recover the Stars, Mario must solve puzzles, navigate obstacle courses, and best Bowser's bad guys.



BOB-OMB BATTLE FIELD

STARS
REQUIRED

0

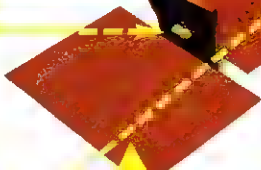
Mario's first trip through a painting lands him in an explosive situation. It seems that Bowser has installed a bunch of his hot-headed pals in a cool green countryside. They object to unannounced visitors, even mellow Mario!



ENTRANCE



Mario senses that something is wrong as soon as he enters. Everyone is missing. Why?



COOL, COOL MOUNTAIN

STARS
REQUIRED

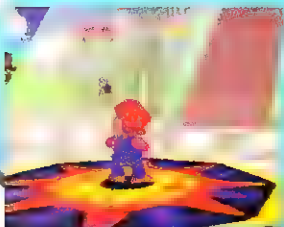
3



Hit the slopes by leaping through a snowscape, but don't expect easy sledding as you try to avoid sliding into an icy oblivion!

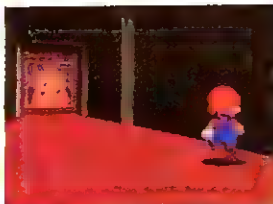


The translucent Red Blocks you'll see in early worlds contain Wing Caps, but they can't be activated until you win eight Stars and gaze up into this sunbeam shining down into the grand hall. When you do, Mario will suddenly find himself gliding high above the clouds. He should land on top of a tower and step on the Wing Cap Switch to activate all the Red Blocks. Mario can also win a Star by snagging eight Red Coins floating in the sky.



BOWSER IN THE THE DARK WORLD

STARS
REQUIRED
6



Mario would love to see the Princess's portrait up close and personal, but Bowser has a little pitfall waiting for him!

WHOMP'S FORTRESS

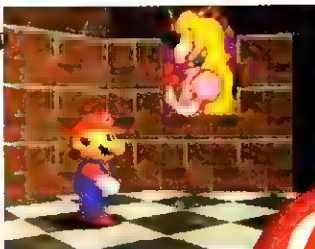
STARS
REQUIRED
7



A great stone face and his craggy crew rule a rockbound kingdom. Tiptoe through the garden if you don't want to become lunch for a Piranha Plant. Take your time and you'll find plenty of riches scattered about the landscape!

THE PRINCESS'S SECRET SLIDE

STARS
REQUIRED
7

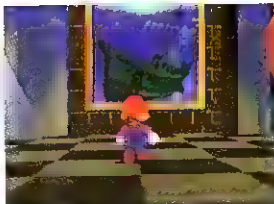


The corner of the mezzanine leads to the Princess's secret art gallery and even more-secret slide. Return again and again for fun and profit. You can also win two Stars here—if you're fast enough.

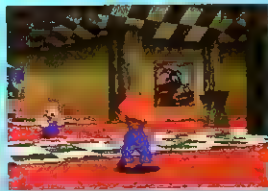
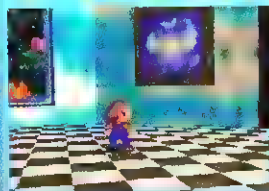
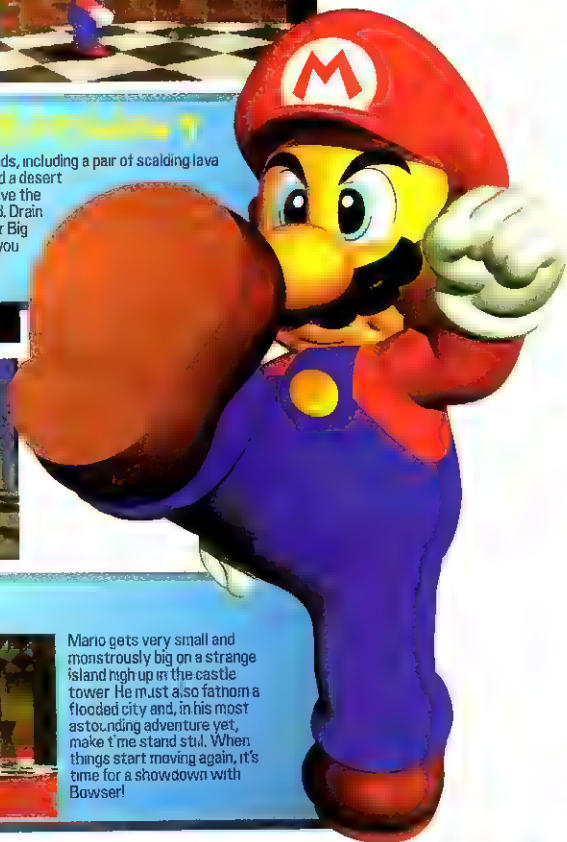
JOLLY ROGER BAY

STARS
REQUIRED
3

A quest for sunken treasure leads Mario into the deep, dark waters of Jolly Roger Bay. If the giant eel doesn't scare him off, the titan o' scallops would love to have him for lunch!



Enter strange new worlds, including a pair of scalding lava lakes, a smoky maze and a desert where you'll have to solve the riddle of a great pyramid. Drain the moat and even enter Big Boo's haunted house if you dare!

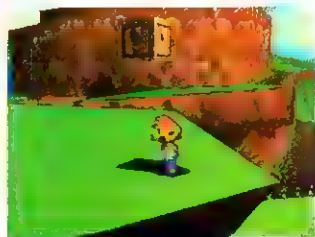


Mario gets very small and monstrously big on a strange island high up in the castle tower. He must also fathom a flooded city and, in his most astounding adventure yet, make time stand still. When things start moving again, it's time for a showdown with Bowser!

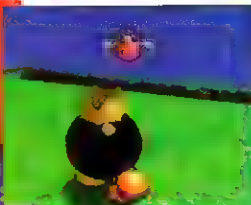
BOB-OMB BATTLEFIELD



It's a trial by fire power as Mario dodges bellicose Bob-ombs and scuttles up the steep slopes of the first world he enters. Fortunately, all the troublemakers in this stage are slow of foot. In each major world of Super Mario 64, you can win six Stars, plus another Star for collecting 100 coins. You don't have to collect the Stars in any particular order. In fact, you'll probably want to explore other worlds before collecting all the Stars in this world.



1 BLAST THE BIG BOB-OMB



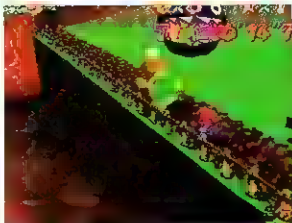
Dethrone this dynamite despot by grabbing him from behind and tossing him three times. Watch out for his explosive rage, though. If he manages to throw you off the mountain, you'll have to start all over again.

START

THREE-QUARTER VIEW

2 RACE TO THE TOP OF THE MOUNTAIN

Re-enter the painting and Koopa the Quick will challenge you to race to the Big Bob-omb's old throne. Despite his nickname, this Koopa is a real plodder. Once you reach the mountain, rush up the dirt track to the top. About halfway up, enter the cave the big bells pour from and warp to the top.



- 1-UP MUSHROOM
- BLUE COIN
- RED COIN
- WING CAP
- STAR
- HEART

TOP VIEW



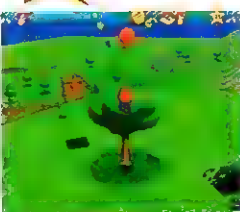
FLY TO THE
FLOATING ISLAND



Jump into a hole halfway up the mountain to activate a hidden cannon. Aim just above the tree on the island. Once there, jump to the Yellow Block that holds a Star.



COLLECT EIGHT RED COINS

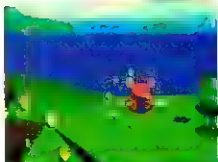


In every painting in Super Mario 64, you can win a Star by grabbing all eight Red Coins during one trip. Because all coins reset when you re-enter a world, you'll have to return to the floating island to grab the Red Coin hovering over the tree.

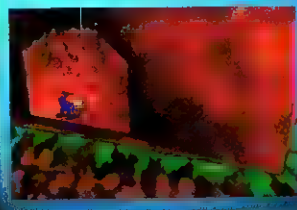


READY, AIM, FIRE!

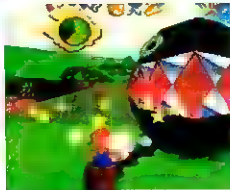
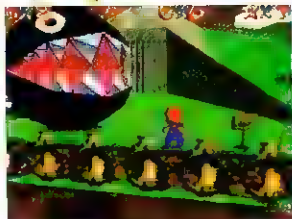
Once you've activated the Red Blocks, return to the floating island in this world. Grab the Wing Cap, jump into the nearby cannon and shoot through the five rings in the sky. You'll have to climb slightly to make it through the last ring.



Avoid unnecessary damage on the mountain by warping from the back of the cave from which the big balls are pouring to another cave farther up the mountain. Another warp links the flower beds near two of the cannons. Throughout Super Mario 64, warps only work if Mario enters slowly.



INSIDE CHAIN CHOMP'S HOUSE



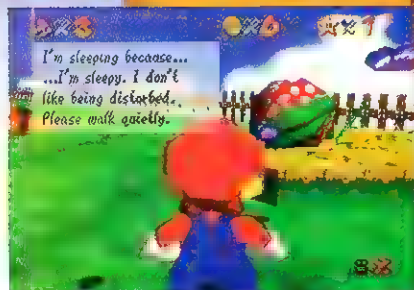
Chained to a post, Chain Chomp takes out his rage by snapping at anyone passing close by. Free the toothsome one by pounding the post into the ground. He'll thank you by smashing the cage imprisoning the Star.

WHOMP'S FORTRESS

The Whomp King has planted his garden with Piranha Plants. It's a not-so-polite way of saying "Keep out!" Earth-shaking Thwomps patrol the main staircase, while Whomp lieutenants try to pulverize anyone who gets near the top. To compound matters, this entire world floats high in the sky. One false step and Mario's in for a very big fall!

THREE- QUARTER VIEW

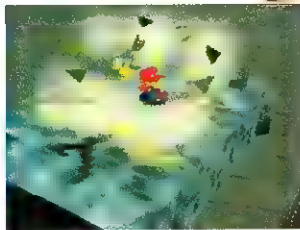
START



STOMP THE WHOMP KING



The wrathful Whomp King is just itching to flatten intruders. Unfortunately for His Majesty, a pair of stumpy legs seriously cuts down on his mobility. When the Whomp King goes face-down, Mario should pound on his royal back. Three such assaults should complete the coup. Mario's biggest risk is falling off the small plateau while trying to avoid the big blockhead.



TOP VIEW



STAIRWAY TO THE STAR



A tower will sprout in place of the dethroned Whomp King. Bash the tower's base to find a hidden 1-up, then carefully climb the stone steps to the top. Some of the steps slide in and out, so choose a good angle before making your jump.

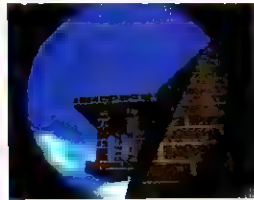
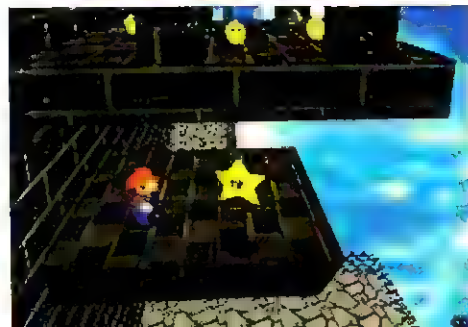
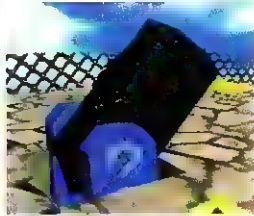
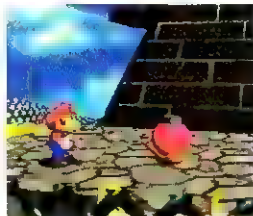


START



SLIDE TO THE STAR

Chat with the Bob-omb Buddy near the shallow pool to activate the cannon. Aim carefully just above the double platforms protruding from the left side of the fortress. You should be lined up with the pole sticking up from the platforms.



If he misses the pole, Mario will slam to a halt against the back column. The pole leads down to the Star.



RED COINS OF WHOMP'S FORTRESS



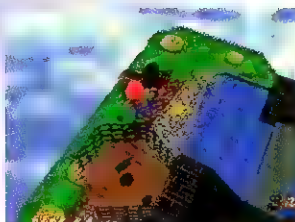
Create a handy bridge by jumping and kicking this board. Cross to the island with regular coins, then jump—carefully—to the Red Coin on the adjacent island.



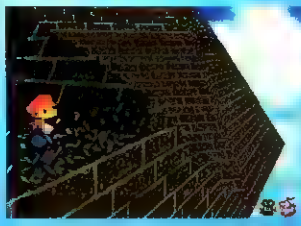
One hard-to-find coin floats just over a Thwomp. Jump on top of the blue bruiser and ride him to the top before jumping to snatch the coin. When you collect all the Red Coins, you'll find the Star in the garden.



OWL'S WELL THAT ENDS WELL



Tracking shadows is a key skill in Super Mario 64. After smashing the Whomp King, you'll find a friendly owl in the tree. Jump and grab Hoot's tail with the A Button. Don't let go until you see your shadow beside the caged Star that's high in the sky.

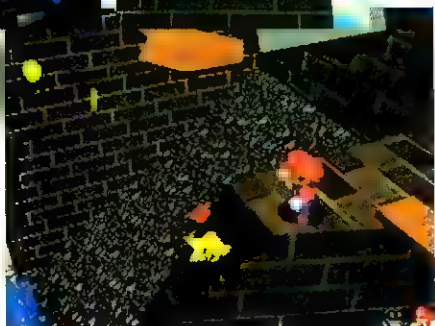
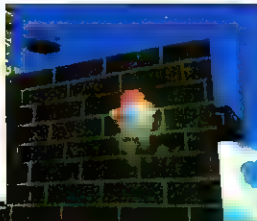
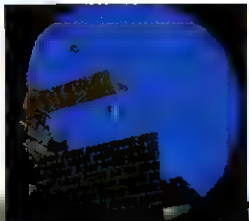


This corner near the Thwomps conceals a warp zone that teleports Mario up the fortress. He'll find himself standing not far from the Whomp lieutenants. This warp zone offers a quick way to bypass a couple of rev-er-nous Piranha Plants.



IN THICK WITH THE BRICKS

Jump in the cannon and aim for the corner of this wall looming over the shallow pool. Then, blast away! To reach the Star you've just uncovered, climb to the top of the wall and slide down. You can also climb back into the cannon and shoot for the Star.



THE PRINCESS'S SECRET SLIDE



After you've won a single Star, return to the castle's grand hall. Go up the stairs to the mezzanine and enter the door on the far right.

Inside are portraits of Princess Toadstool. Hop through the painting on the right for the ride of Mario's life! You can win two Stars on the slide, one for simply making it through in one piece and one for reaching the bottom in less than 21 seconds.



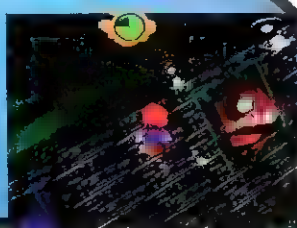
For a fast shortcut, leap over the first guardrail on the left and land on the track far below. Don't despair if you miss a few times. Once you've landed, get up and get moving as quickly as possible!



Survive the slide and you'll find a Star inside this Yellow Block. Sometimes a 1-up Mushroom will pop from behind the platform.



Once you've won three Stars, you can enter a chillin' world, where you'll have to rescue a penguin mother's lost chick and race another penguin down an icy slide. Three Stars is also the price of admission to a mysterious underwater world, where a giant eel guards a sunken ship laden with treasure. All of the paintings open worlds of wonder that are just waiting for daring explorers!

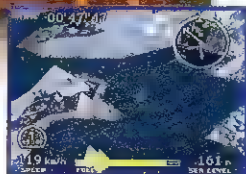


PILOTWINGS 64™

Soar to the top of your class!

Test your flying skills to the limit in **Pilotwings 64**, Nintendo's first flight simulation game for the N64. Snap photos from your Hang Glider, thunder skyward in your Rocket Belt or skim the treetops in your Gyrocopter as you pass a series of challenging tests and earn your license to thrill.

© 1996 Nintendo, Paradigm Simulation, Inc.

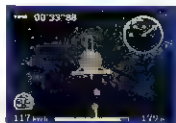


FLIGHT PLAN

Earning your Beginner Class certification might be a piece of cake, but there are three tough levels and twenty-four more tests to pass before you can become a full-fledged pilot. To ensure your success, we've written a flight plan for every test!

Licenses

You'll have to pass tests in each of four different regions in order to earn your wings. The number of points you score in each test determines whether you'll earn a gold, silver or bronze medal.



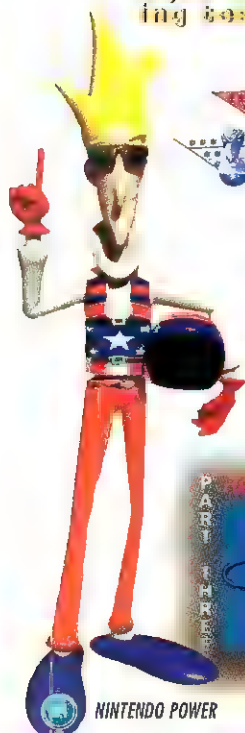
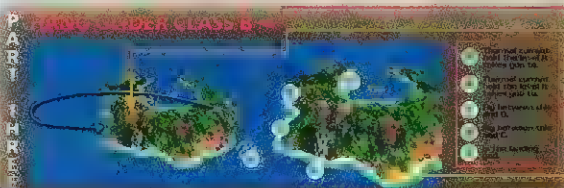
Islands

Pilotwings 64 features four detailed island environments to explore. Dive across an alpine village on Ever Frost Island or chase the surf around Crescent Island. With so much to explore, you might have to skip a test or two to just have fun flying.



License Class

Recommended Flying Altitude and/or Flight Objectives

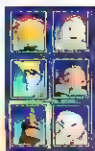


NINTENDO POWER



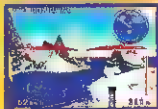
PILOTS

Six would-be pilots are ready to take the skies to try to earn their wings. Each has strengths and weaknesses that give him or her a natural edge at flying certain types of aircraft. Study their attributes before making your selections.



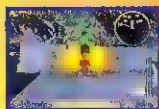
LARK

His handle is Lark, but everyone in class knows this guy is Nester Lark's flying skil's combine Hawk's strength with Goose's light frame, making him an ideal pilot for any Hang Glider test.



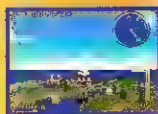
IBIS

Ib's loves to humiliate Goose, especially in the skydiving tests, where her feet rarely stray from landing on the target. Ibis also excels in Rocket Belt challenges, especially after the wind starts to stir things up.



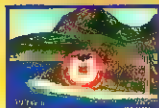
KIWI

Kiwi can match Lark's every twist and turn, but her small size makes the going tough in rough weather. The bouncy Jumble Hopper tests are a breeze when Kiwi is bounding around under calm skies.



HAWK

Hawk has the muscular power to hold a course in a heavy wind, but he pays the price in altitude with his beefy payload. He frequently hits the mark on all of the cannonball tests, even in the worst weather.



GOOSE

Goose thinks that he's the best skydiver ever to pull a ripcord, and he'll prove it to anyone willing to jump with him. He can whip around into various free-fall formations with amazing speed.



ROBIN

Robin is one of the best choices for the Rocket Belt and Jumble Hopper tests. She can easily match Hawk's precision in every cannonball shot, but she has a tough time controlling her Hang Glider.



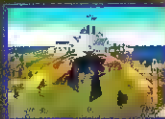
EXTRA GAMES

If you score a silver medal in all three areas of a class, you can play an Extra Game. Extra Games consist of Cannonball, Sky Diving, and Jumble Hopper challenges. If you're good enough, you can play as a Bird Man.



Birdman

Score a gold medal in every round of any of the three Extra Games and you'll be able to fly around as a Bird Man. Using your wings, you can fly around each of the islands and explore all you want. There's no fuel gauge to worry about, so the sky's the limit!



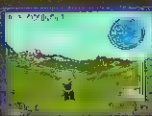
Cannonball

You're more cannon fodder in this target-shooting game. Take three shots at each of the four targets in a cannonball stage. Each hull's-eye is worth 25 points. Shoot for three gold medals so you can earn your Bird Man wings.



Jumble Hopper

Bounce around with a spring in your step on the Jumble Hopper. These Bouncy boots are tough to master, and they require some timing and practice to get used to.



Sky Diving

Fancy formation flying is the name of the game in Sky Diving. After you clear the clouds, look for your target and land in the middle of the hull's-eye.





HANG GLIDER

The Hang Glider tests are very challenging. The trick to staying aloft is to fly through rising columns of air called thermals. Thermals vary in size and strength. They appear as orange dots on your radar display.



CLASS A

Your Class A certification for hang gliding takes place on a clear day over the ice floes of Ever-Frost Island. This is a two part test, consisting of photography and cliff diving.

Photo Op

Catch the first thermal (Thermal A on the map) and take a picture of the flame at the top of the smokestack. You won't hit the smokestack if you keep your Hang Glider at least 75 meters above sea level.



HANGLIDER CLASS A

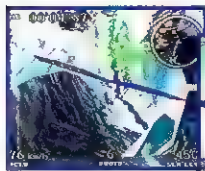
PART ONE



- Use Thermal A to reach the smokestack and Thermal B for your landing approach.
- Take a picture of this flaming smokestack.
- Land here.

Extreme Dive

It takes nine parts courage and one part skill to pull off a perfect score in the Chicken Dive test. Fly through as many rings as possible, then swerve and catch the thermal before landing.



HANGLIDER CLASS A

PART TWO



- 390m
- 30m
- After clearing the canyon, hit this thermal and gain 60 meters of altitude.
- Land here.

CLASS P

The Hang Glider tests over Little States Island are some of the toughest and most scenic in the entire game. While soaring around, snap a few shots for your persona. photo album

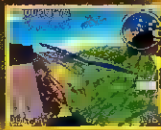
Time to Soar

The sun is setting, but there's still time for one last glide in the skies. How high can you go before the thermals vanish?



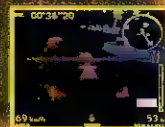
Canyon Chaos

Take a leap off Hoover Dam and grandly glide through the canyon. Soar through eight rings before touching down in L.A.



Shuttle Shot

Capture Missi the Monster on film, then journey across the countryside in time to see the Shuttle hurtle into the dark skies.

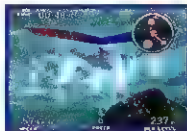


CLASS B

The far-flung thermals around Crescent Island make the going tough for all but the best Hang Glider pilots. Watch your altitude as you soar toward your Class B certification.

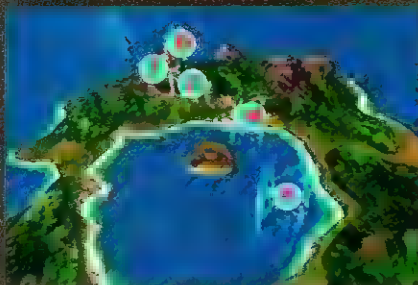
Summit Stairway

Four terraced thermals rise almost to the summit of Crescent Island's highest point. Sail through the rising winds until you reach an altitude of 400 meters, then touch down at the glider site adjacent to the south face of the mountain.



PART ONE

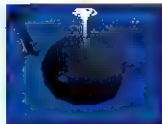
HANG GLIDER CLASS B



- 160m
- 160m
- 240m
- 340m
- Land here

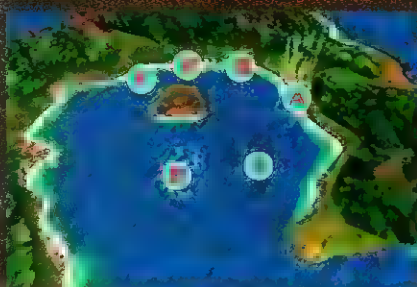
Whale Watching

Take a photograph of the whale cavorting in the gulf, then swing by the hotel and snap a shot of the new fountain before landing on the target near the beach. The game includes sample photos for inspiration



PART TWO

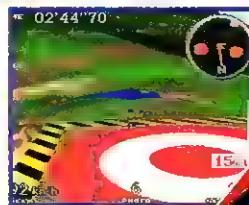
HANG GLIDER CLASS B



- Thermal
- Thermal
- Thermal
- Thermal
- Whale feeding grounds
- Land here

Three-Minute Glide

Leap off the top of the mountain and glide due north across the spine of the ridge to Crescent Island's secluded north beach. You have to touch down on the landing pad as close to the three-minute mark as possible. While gliding around you might discover a cave behind the waterfall. You'll explore the tunnel later with your Rocket Belt



PART THREE

HANG GLIDER CLASS B



- Thermal
- Thermal
- Turning Point
- Turning Point
- Land here



ROCKETBELT

Strap in and hang on, the Rocket Belt is going to blow you away. The jets on the Rocket Belt have two speeds and an automatic hover control. While the hover control is great for braking or moving around in close quarters, it rapidly drains your fuel supply.



CLASS A

The two tests for your Class A Rocket Belt certification take place on the West Coast of Little States Island. Both tests are timed, so you need to hurry if you want a perfect score.

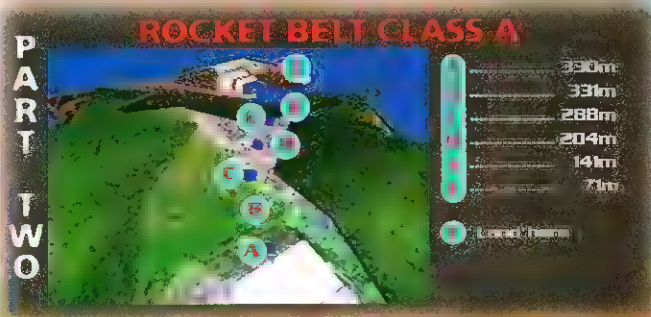
Metropolis Dance

Nine rotating rings are stopping traffic in L.A. End the gridlock by clearing all of the rings in under a minute and a half.



Stepping Stones

Blast off from the mountaintop observatory and touch down on each of the six target platforms before landing in the shadow of Seattle's Space Needle. Try using the overhead perspective to line your pilot up with each target on your way down the mountain.

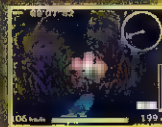


CLASS P

After all the cold weather on Ever-Frost Island, the sunny skies above Crescent Island are a welcome sight. It's too bad you won't have any time to relax between your final exams.

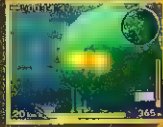
Tunnel Terror

If you've been wondering about that cave behind the tall waterfall, this is your chance to explore to your heart's content.



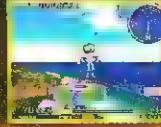
Rocket Ball

It's a little windy for a game of Rocket Ball, but you need the practice. Bounce the ball down the mountain and into the goal.



Touch & Go

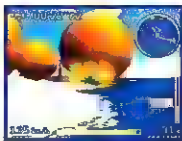
This quick test is a hop, skip and a jump between platforms, but don't hit them too hard or you'll lose valuable points.



CLASS B

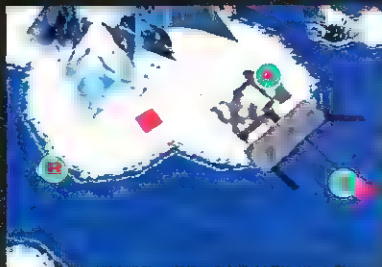
Balloon Buster

Two blue balloons are bouncing around the nearby oil refinery. All you have to do is pop them and return to land within two and a half minutes. Unfortunately, someone hid five smaller balloons inside both blue balloons. Hurry!



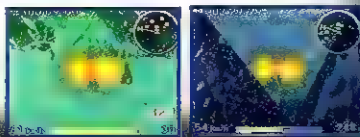
PART ONE

ROCKET BELT CLASS B



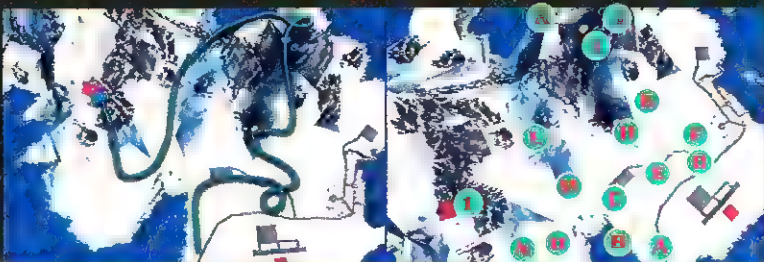
Icy Rings

Fly thorough 15 rings before returning to the village for hot cocoa. When a ring turns red, fly through it next to rack up bonus points.



ROCKET BELT CLASS B

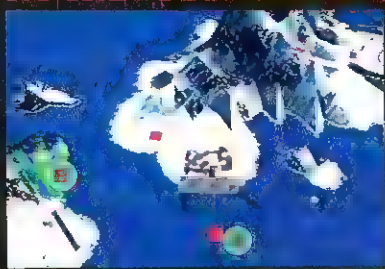
PART TWO



GOOOOAL! Could this be the next Olympic event? Use your head and your Rocket Belt to bounce an oversized medicine ball across the icy waves to the goal on the northern island. The less time you take, the more points you'll earn.

ROCKET BELT CLASS B

PART THREE



- Pick up your ball here.
- Move the ball to the goal here.





GYROCOPTER

Next to being blasted out of a cannon, the Gyrocopter is the fastest means of transportation around Pilotwings 64. Most tests involve flying through rings or blasting targets, but sometimes there are special missions



CLASS A

Class A certification takes place above the sandy shores of tropical Crescent Island. Your Gyrocopter testing consists of flying through rings and shooting at stationary targets.

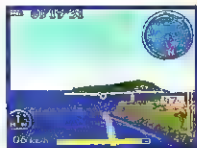
Full Circle Isle

Your first test is a high-speed race around Crescent Island. You have two minutes and 45 seconds to clear 15 rings. Max out the throttle so you'll be ready for the tortuous climb across the northern ridge

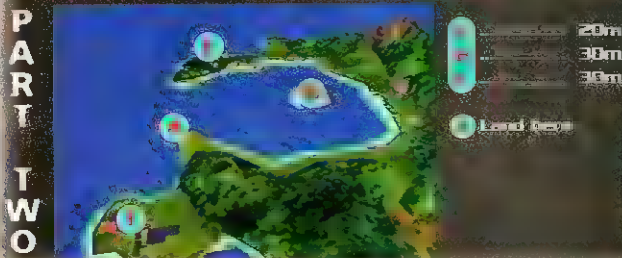


Target Practice

Take dead aim and demolish all three white and blue targets, then return to the airfield before two minutes elapse. Since crosswinds are nonexistent in this test, try taking out the targets from a distance so you can spend more time perfecting your landing approach.



GYROCOPTER CLASS A

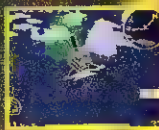


CLASS P

The tests for Class P Gyrocopter certification take place above Ever-Frost Island. The exams were nearly canceled because of poor weather conditions, but the weather report says the skies will clear. And the weatherman is never wrong, right?

Blizzard!

The weather outside is frightful, but that shouldn't stop you from clearing all twenty rings. To get a perfect score, you need to finish within two and a half minutes.



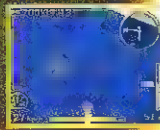
Hot Air Blast

Keep your speed low as you fly through or blast away twenty air bags. Land before the clock ticks off two and a half minutes.



Meca Rematch

Trouble looms on the blue horizon: Meca Hawk is swimming toward the north shore. Keep your speed low and knock the rusty bucket of bolts with five shots.



CLASS B

Gyrocopter Class B certification takes place above Little States Island. Your tests will take place above the most scenic terrain in the game, although you have little time to sightsee.

River Run

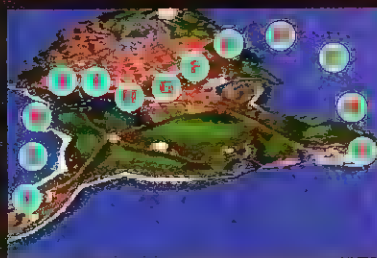
Blast out of the Northeast and take a wild ride down to the Mississippi River Delta. You have two and a half minutes to fly through all of the rings and land in

Florida. This might sound easy, but most of the rings skim the waves beneath the bridges.



PART ONE

GYROCOPTER CLASS B



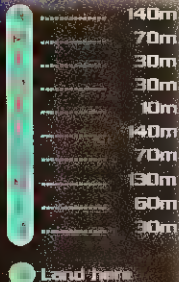
Stay on Target

Scattered throughout the Grand Canyon are ten targets. Destroy them with your missiles, then fly north along the West Coast and land in San Francisco.



GYROCOPTER CLASS B

PART TWO



Meca Hawk is Running Amok!

Meca Hawk, a Gigantor-size robot, is running amok in the heartland of Little States Island. Five missile hits will fry Meca Hawk's circuitry, but keep in mind that this rowdy robot has his own arsenal and is extremely dangerous.

GYROCOPTER CLASS B

PART THREE

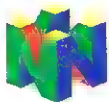


General vicinity of Meca Hawk's roaming reign of terror.





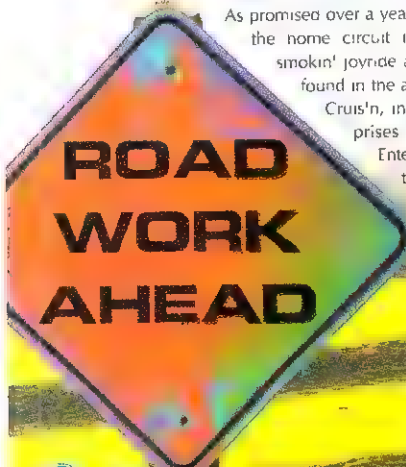
NINTENDO 64



SHIFT UP TO N64

Rally drivers will be putting the pedal to the floor on route 64 when Cruis'n USA from Nintendo debuts for the Nintendo 64.

As promised over a year ago, the classic arcade racer steps over to the home circuit in a high-revving tire-squealing, engine-smokin' joyride across the USA. Virtually all of the features found in the arcade can be spotted in the N64 version of Cruis'n, including the hidden vehicles and other surprises. The development team at Williams Entertainment omitted a few graphics in order to keep under the 64-megabit limit, but what you don't see, you won't miss.



NO LIMITS

There's one rule in Cruis'n USA: obey no posted speed limit! The big race takes you across the country, from California, through the desert southwest, up into the midwest farm states and out to the east coast. You'll race against other rally drivers, vying for first place and the right to move on to the next leg.



SHOWROOM



63 MUSCLE CAR

Top Speed: 145MPH/233 KPH
Skidpad: 0.89 G
Aerodynamics: 0.39
0-60 MPH: 2.98 SEC
Power: 462 HP 454 CID V8



DEVASTATOR V1

Top Speed: 147 MPH/236 KPH
Skidpad: 0.85 G
Aerodynamics: 0.25
0-60 MPH: 3.15 SEC
Power: 395 HP TWIN TURBO V6



LA BOMBA

Top Speed: 142 MPH/228KPH
Skidpad: 0.98 G
Aerodynamics: 0.45
0-60 MPH: 2.51 SEC
Power: 580 HP SUPERCHARGED V12



ITALIA P69

Top Speed: 144 MPH/231 KPH
Skidpad: 1.01 G
Aerodynamics: 0.28
0-60 MPH: 2.88 SEC
Power: 472 HP V12 DOHC 48V

DRIVIN' YOU CRAZY

The power of the N64 doesn't stop with road speed and intense graphics; you can also race against a friend in the two-player mode, too. With a second N64 controller plugged into the Control Deck, you'll be able to dodge your pal, slam into him or leave her to eat your dust. The split screen gives each driver a clear view of the road ahead, not to mention on-coming traffic.



BEHIND THE WHEEL

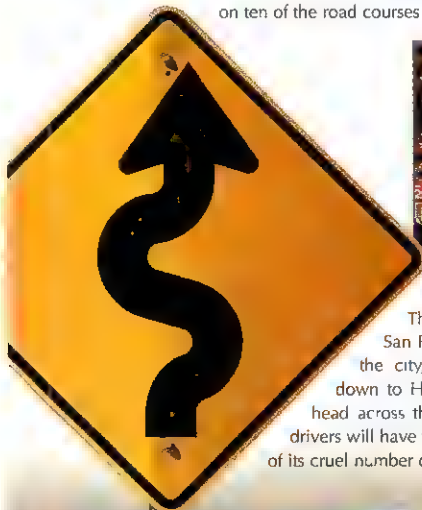
You can sit behind the wheel or ride behind your car. In the driver's seat, you'll feel as if you're inside the car, looking out through the windshield. If you set the camera behind the car, you have a choice between a rear bumper position and a more distant, trailing position. During a race, you can switch between camera positions.



The driver's seat view is the most realistic and most challenging. The middle position gives you some of the benefits of both other views. The distant view is higher in the air and it gives you a better picture of what's coming up the road ahead.

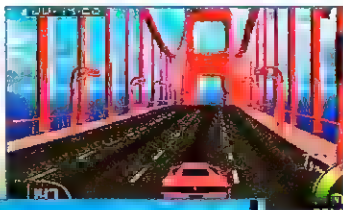
ON THE ROAD

Each leg of the race runs through distinct territory. In Cruis'n Mode, you'll race through several stages in each region. You can also race on ten of the road courses for practice or to set time records.



GOLDEN STATE

The rally begins in California, north of San Francisco. The first legs take you into the city, then through the Redwoods and down to Hollywood and L.A. From there, you head across the desert toward the Midwest. Most drivers will have the most trouble in the forest because of its cruel number of sharp turns.



ARIZONA TO SOUTH DAKOTA

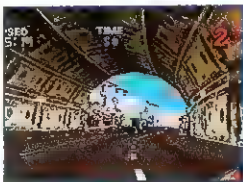
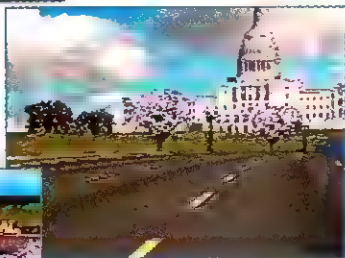
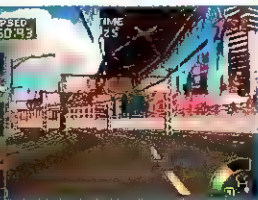
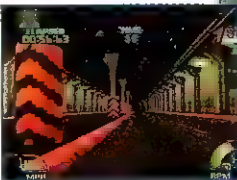
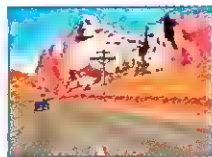
Landmarks such as Mt. Rushmore rush by as you floor it on the relatively straight and wide highways on the long stretch between the desert southwest and the Great Plains. You'll have plenty of passing room on the shoulders except where the Grand Canyon keeps you wedged onto the roadway.

CHICAGO AND IOWA

The Windy City may have a nice, wide freeway, but once you get into the tunnel and beneath the tracks of the El, you'll find that this course is as tough as any across the country. Once you get into Iowa, the country roads become narrow and winding. One thing you won't have to worry about is cows wandering onto the roadway. This version eliminated the Hamburger Highway.

APPALACHIA TO D.C.

The final legs of the rally take you through the green hills of Appalachia and on through Maryland to Washington, D.C. The hill country has dips, twists and narrow roads that can make passing a nightmare. The nation's capital boasts inspiring sights and heavy traffic. This is the end of the road, but a surprise awaits triumphant drivers.



MORE WHEELS

Cruis'n USA doesn't limit you to the four cars listed on the previous page. If you know the drill, you'll be able to slide behind the wheel of three other beauties: a jeep, a police car and a school bus. They may not seem like world class sprint champions, but each of these cars has built-in advantages, like the jeep's tight grip. At the time of this preview, the development team at Williams was just finishing up, but they may have had time to include even more secrets. We'll cover that in an upcoming, complete review. Until then, keep your engines running.



ROCKING WITH TUROK

DINOSAUR HUNTERS KNOW HOW TO PARTY

The ultimate hunt begins this fall when Acclaim's first Nintendo 64 title, *Turok: Dinosaur Hunter*, is released in North America. *Nintendo Power* stepped into a world of stalking velociraptors and cold-hearted aliens, then we talked to the man behind the curtain.



BAD TIMES IN THE LOST WORLD

Turok: Dinosaur Hunter for the N64 steps out of the pages of the Valiant comic books like a conquering hero bigger than life, tougher than a squad of nail-chewing marines, flashier than a nuclear explosion. Acclaim's development team at Iguana Entertainment hasn't held back, and more is on the way. The unfinished version received at *Nintendo Power* includes about half of the game. When *Turok* is completed this year, expect intense action, animation that almost breathes with realism and an open, 3-D game world to explore. The arsenal of shooting devices could supply an armored division. You get to fry and frag baddies with everything from chain-guns to plasma blasters. The action arenas cover as much as a virtual square mile and include primeval forest, interiors and exteriors of ruins, and warp zones that transport you from one location to another. Although much of the



NINTENDO®



NINTENDO POWER



action consists of blowing away dinosaurs and aliens, the game also asks you to hunt down keys and thoroughly explore each stage. In *Turok: DH*, you feel as if you're in control, at least as much as a person who is hiding from raptors can feel in control. At some point, you'll have to find all of the gate keys. But, in the mean time, you'll be able to move around and explore new areas, even when you're not really ready for them, which should make for some interesting challenges.

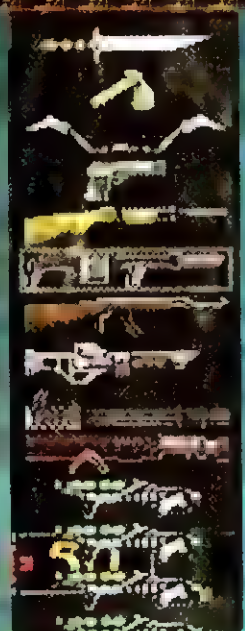
Turok's mission in this shoot-fest involves tracking down the pieces of the Chronoscepter, a device that can bridge the gap between the Lost World and the other dimensions of the universe. If the Campaigner finds the scattered pieces of the scepter first, he will be able to dominate all of time and space. This would be a very bad thing. Unfortunately, the Campaigner knows that Turok is out to stop him and he has sent his toughest troops out to thwart the cross-dimensional hero. Dunning much of the game, Turok is the prey, just trying to stay alive while searching for the pieces of the Chronoscepter. Sound intense? *Turok: DH* definitely has all the moves of an action flick starring Arnold or Sly. The only difference is that you get to put yourself in the picture.



WEAPONS TO DIE FOR

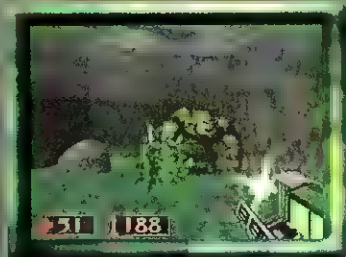
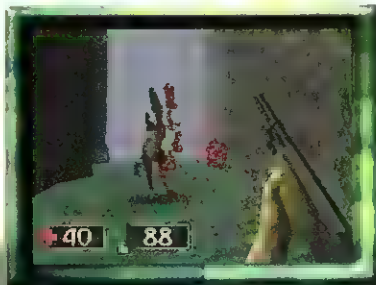
The first thing players will drool over in this game is the awesome arsenal of weapons. In *Doom*, players survive by collecting ever more-powerful guns as they progressed in the game. *Turok* goes even further and survival is even tougher. Some of the weapons must be found while others will be your reward for destroying a boss character such as Longhunter. Fourteen weapons were included in the incomplete version of *Turok* that we played here at Power, but Dave Dienstbier, the *Turok* Product Manager at Iguana, would not rule out the appearance of more hidden weapons in the game. Right now, the list includes: a hunting knife, a tomahawk, a pistol, a rifle, two rapid-fire automatics, a rapid-fire blaster, a chaingun, a grenade launcher, a ring blaster, a missile launcher, a plasma beam, and a nuclear grenade. The weapons and their shots look cool, but the mechanics of aiming them is even cooler. *Turok* gives the player almost complete virtual control, allowing them to aim 360° horizontally and through more than 90° of vertical rotation.

WEAPONS



DINO-MOTION

Some of the loudest gasps of admiration (and fear) will result from the sight of the dinosaurs in *Turok: DH*. The animation is flawless. You would think that Iguana had sent a team of motion-capture experts back to the Jurassic era to snare the motion data used in the game. According to Dave Dienstbier, however, nothing as complicated as time-travel was necessary. "We just had very talented people working on the animation. One of the things that helped is that all of the characters are properly jointed at the wrists, knees, tail, etc., which helps to get rid of the stiffness you normally find when animating polygon characters." These critters are staggeringly realistic. Each of the 15 enemy types in *Turok: DH* is composed of between 500 and 600 polygons and is texture mapped with highly detailed surfaces. Even in death,



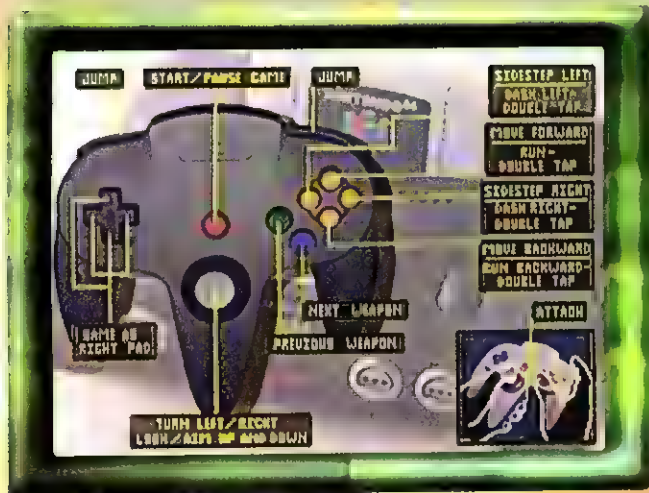
The Turok team at Iguana Entertainment.

MISTS OF TIME

Looking beyond the fire-power in *Turok*, players will notice the incredible environments in which the action takes place. The all pervasive mists that surround you actually achieve two goals. First off, they give the world a steamy, jungle-like atmosphere. You never know what might appear in front of you, so there is a heightened sense of danger and anticipation, which is fulfilled when the shadowy shape of an enemy steps out of the fog. The second achievement of the misty exteriors is that the fog hides the edges of the world. One of the challenges of creating a realistic 3-D exterior environment is what to do with the edges of the world. By cloaking everything in mist, the Iguana team has disguised the limits of *Turok's* domain. That isn't to say that the game is limited. The nine stages of *Turok: DH* cover a wide

ground, some of it outside with ferns and palm trees providing cover, and some of it inside ancient temple mazes where you must duck your head to pass beneath stone arches or jump to reach high platforms. The level of detail in the stones and trees is exceptional and the layout of the terrain keeps you on your toes. For instance, if you follow a river to the edge of the plateau, you will find yourself suddenly teetering at the edge of a cliff where a waterfall tumbles into the mist.





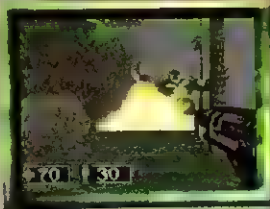
The designers of *Turok* took a unique approach to the layout of the controller functions. The Control Stick gives you precision aiming control while the C Buttons are used for moving forward, backward, and side to side. The Z trigger beneath the center grip is used for firing weapons while the Left and Right Buttons allow *Turok* to jump up.

the enemies look real, and they don't magically disappear from the screen after a few seconds. You can actually walk up to a deceased dinosaur, look into its mouth and count its teeth. Now that's realism.



ONE VALIANT DUDE

Turok's debut in the dog-eat-dog, dinosaur-eat-dinosaur world of video games should make quite a splash. Acclaim has combined a great comic book character with the perfect setting and the most powerful video game system you can buy. Although the game previewed at Nintendo Power was impressive at about 60% completion, the final game promises to be even more dazzling. Mastering the 3-D immersive nature of games like this isn't easy. It's a brave, new, 3-D world out there, but the development team at Iguana has just staked an impressive claim to it. Dare we even dream about *Turok II*?



DAVE RAVES

Your Power editor had the pleasure of talking to Dave Diemstier of Iguana Entertainment about *Turok: Dinosaur Hunter*. Dave, who originated much of the game design over the past year and a half, emphasized the hard work and talent of the entire team of programmers, artists and designers. He also talked about the power of the Nintendo 64 and the experience of creating *Turok*.

Power: What aspects of the N64 will stand out most for players?

Dave: "I think what players will appreciate most is the controller, which we're thrilled with because the analog (Control Stick) feels so natural. It's more immersive than digital control. Also, the visual quality that the machine is capable of is so crisp and amazing. In *Turok* everything is so sharp and so crisp, it's hard to believe.

Power: Were you able to include everything you wanted in the game?

Dave: "We began with 800 pages of initial design documents that included everything we wanted. All the dream stuff. We had to pare down from that, but about 50% of the dream stuff is still in. When you're involved in something like this you have to realize that at some point you have to stop and actually finish the game rather than include

little hesitant. Then

little hesitant. Then

CLASSIFIED INFORMATION

0026 6211 3332 0030

MEMBER IDENTIFICATION #



Gargos Rules!

In a follow-up to the famous code that is powered up
month for this is 2 mode game there are the control
options in Gargos 1 mode moves and when Gargos

Slash: Down, Toward, Down/Toward + FP

Flame: Down, Down/Toward, Toward + QP

Shoulder Charge:
Down, Down/Back, Back + MK or FK

Jump Rake:
Down, Down/Toward, Toward + FK

Fly/Land: Up + FP and Down + FK

Fireball (While Flying):
Down, Down/Toward, Toward + P

Combo Breaker:
Toward, Down, Down/Toward

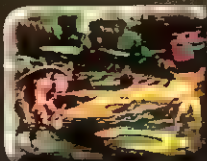
Laugh: Down, Down/Back, Back + FP

Ender: Down, Toward, Down/Toward + FP

Ender:
Back, Down/Back, Down, Down/Toward
Toward, Back, + FK



Hold Up and press 3, 2, 5, 6, 2, 1
4 and 5 on the player select
screen to access Gargos.



The weather is just right for
the last barbecue of the
season!

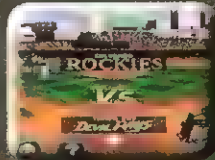
KEN GRIFFEY JR.
Winning Run.

Extra Teams and Super Powers

All of these codes, with the exception of the Extra Team
codes, are activated on the batting screen while the game is
paused. The extra teams are available on the batting

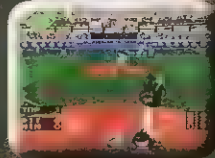
Extra Teams

After you complete a full sea-
son, press A, B, X, Y, Up, Down
and Select on the Title screen
to access hidden teams. The
longer the season completed,
the more teams you'll have to
choose from.



Max Ability

Press A, Right, Down, Left, A
and Down to maximize your
team's abilities in all areas.
This works whether you're
batting or fielding.



Slow Down

Press Left, A, Right, Down and
Y to slow the opposing team to
a crawl. This works whether
your opponents are batting or
fielding.



Random Pitches

Press L, Y, A and Right while
batting to make the opposing
team's pitches become ran-
dom. For example, if the oppos-
ing pitcher tries a fastball, it
may come out a slider, a curve,
etc.



SPAWN

Stage Passwords

Todd MacFarlane's demonic avenger comes to video life on the Super NES, and we have the passwords up through stage eight. Get out there and show the Violator who's boss!

Stage 2: D9963D1D
Stage 3: 4H253DGF
Stage 4: 4CC138CF
Stage 5: OC4F458H
Stage 6: D31551FG
Stage 7: O9BF596F
Stage 8: DB8D9B4H



Enter these passwords at
normal.



This is one superhero who
doesn't pull his punches!

Where No One Has Gone Before

Well, there are probably a few "enterprising" gamers who have made it through these stages before, but in case you haven't, here are all the passwords to Star Trek: Generations Beyond the Nexus for the Game Boy.

Stage 2: harriman
Stage 3: demora
Stage 4: soren
Stage 5: veridian
Stage 6: ogawa
Stage 7: larragut



Will you leap ahead to the
23rd or the 24th century?



Here we say it? "Helm, come
about to course 214 mark
315...engage!"



Stage Select

We've been very remiss in our duties by not printing the stage select code for the Game Boy version of KI. As you might expect, it's very similar to the stage select code for the Super NES and arcade versions of the game: Press Up or Down and A, B, Select or Start on the Vs. screen.



Try different combinations to
see where you end up.



There are eight stages in all to
choose from. Fight on!



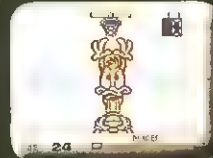
Bonus Games

Montana Max fancies himself some sort of movie mogul, and Buster Bunny is out to stop Max from ruining the movie business. If you'd like to practice the bonus games before you jump into the action, hold Down and B and press Start at the main menu.

SUB GAME SELECT

BASKETBALL
TUG-OF-WAR
SOCCER

You can choose from any of the
special bonus games.



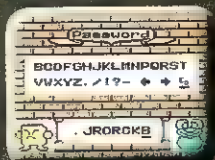
If this keeps up, you'll want
to make the Dream Team!



Passwords Galore

There are hordes of passionate puzzlers out there that have been tinkering for Tetris Blast passwords. We have a method to bring them to you. To blast away!

Stage 2: ZFFFJJJF
 Stage 3: B/MMLLKB
 Stage 4: XSDDGGDM
 Stage 5: KCWGLLHK
 Stage 6: VG.LJJDM
 Stage 7: K.TDGGMF
 Stage 8: XZSCDDKK
 Stage 9: DFMVLLDD
 Stage 10: YGCPDDHL
 Stage 11: GVMYLLCJ
 Stage 12: V/JVDDGK
 Stage 13: CJXTBDCF
 Stage 14: IL.YLKKL
 Stage 15: LXWTBMMB
 Stage 16: VSRPDCCB
 Stage 17: KBCTDFDF
 Stage 18: XDFGYKJF
 Stage 19: F!CDTFCM
 Stage 20: TTGHPMJB
 Stage 21: DBVGKGD
 Stage 22: .JRCRCKB
 Stage 23: CY/BPMHF



Enter these passwords in normal



We've gotten you this far, but the rest is up to you.



Weapon Upgrade

This is the only trick we've discovered so far for Doom. Get the Chainsaw in the Nuclear Plant (Stage 2), then fire off all the ammo for your best weapon. If you hold the fire button as it empties, your gun will upgrade to the next weapon.



This trick is unpredictable, and you may scroll back to the Chainsaw instead.



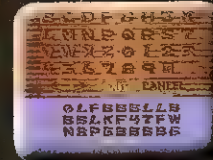
Some weapons have limited ammo, and the new weapon may vanish if you scroll past it.

BASS Masters CLASSIC

Bass, Anyone?

For you bass aficionados, we've hooked another juicy BASS Masters Classic: Pro Edition password. This one takes you to the final day of amateur competition on Lake Calabasas. Gentlemen, tie your lures!

Lake Calabasas, Day 3, Amateur Circuit:
 0LFBBBLB
 BBLKF4TFW
 N8PGBBBBG



This will take you to the final day on the toughest lake.



You can have all the fun of bass fishing without the smell.

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Kombat Kodes

We printed a few Kombat Kodes in past issues, but we've decided to put together a complete list for your convenience. In case you're not familiar with these codes, here's how they work. Kombat Kodes produce varied special effects and are entered on the Vs. screen in a two-player game. The sequence of numbers represents the number of times each player must press the Y, B and A Buttons before the Vs. Screen fades. The first three numbers are for Player One, and the second set of three are for Player Two. For example, the invisibility code is 449-449. This means that Player One should press Y four times, B four times and A nine times on the Vs. screen. Player Two should do the same. If you want to limit the damage you inflict on each other and disable the timer, press Y four times, B three times and A two times on Controller 1, and press Y two times, B three times and A four times on Controller 2. If there's a zero in the sequence, that button doesn't need to be pressed. Since the screen fades quickly, you'll have to press the buttons simultaneously. The code sequences correspond to the symbols at the bottom of the Vs. screen, but we've found that going by the numbers is less confusing for most players. There is no knowledge that is not power!



It may take several tries before you enter a code correctly.

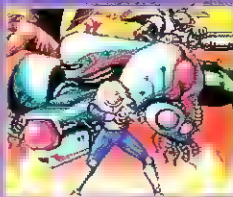


We protest! Do you really expect us to fight under these conditions?!

Invisibility: 449-449
Quick Uppercut Recovery: 688-688
Auto Health Recovery: 012-012
Minimum Damage, No Timer: 432-234
Invisible Power Bars: 987-123
Uppercut To Next Level: 221-557
Switcheroo: 460-460
Unlimited Run: 466-466
Auto Tourney: 989-898
Player One At Half Energy: 033-000
Player One At Quarter Energy: 707-000
Player Two At Half Energy: 000-033
Player Two At Quarter Energy: 000-707
Winner Fights Smoke: 205-205
Winner Fights Shao Kahn: 033-564
Winner Fights Motaro: 969-141
Winner Fights Noob Saibot: 769-342
Hyper Fighting: 191-191
Psycho Kombat: 985-125
Dark Fighting: 688-422
Disable Combos: 999-995
Disable Blocks: 020-020
Disable Throws: 100-100
Disable Sweeps: 091-293
Max Fatality Time: 955-955
One-Button Fatalities: 944-844
Play Slots: 987-655
Play Mini-Game: 642-468
No Fear Message: 282-282
Flippers Message: 987-666
Power Message: 123-926
View Credits: 120-120

Expose, expose! If you've got an awesome tip or a killer code, send it in. We'll print your stuff alongside the pro's codes. So what are you waiting for? Warm up your brain, gear up your knuckles and press those buttons!

Nintendo Power
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P.O. Box 97033
Redmond, WA
98073-9733



In Intus's new one-player action game for the Super NES, you'll journey to a future earth where advanced technology, ancient myth, and extraterrestrial trials all meet. But far from being a sight-seeing excursion,

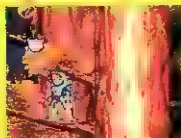
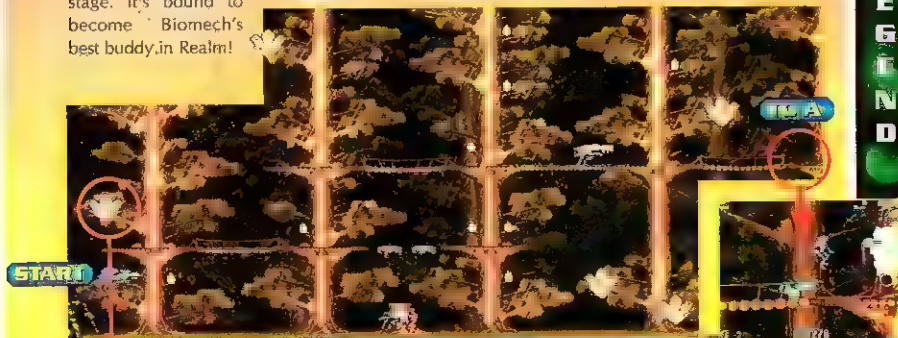
the trip into Realm puts you against the many mechanical menaces and folkloric fiends that roam the strange and labyrinthine land.



REALM™

LEVEL 1 WOODS OF WONDER

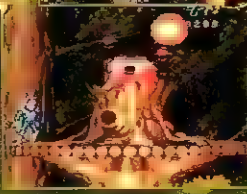
In a deep and sunlit forest, a young cyborg named Biomech begins a mission to rid the world of menacing aliens. The forest's birds of prey, fiery sprites, and flying fiends are only minor irritations to Biomech. Make sure you nab the AD350 (with its heat-seeking ammo) that sits at the start of the stage. It's bound to become Biomech's best buddy in Realm!



Shoot at the crystal to release a large cache of ammo and a few extra shields. Grab 'em fast or they'll fly away!

WHITTLE AWAY

Nature lovers may object to knocking down this hoarded old tree, but it certainly doesn't seem to have any qualms about taking down Biomech. Use the heat-seeking AD 350 to perform some precision tree surgery on this ornery oak.



Since you don't need to aim the AD350, just focus all your attention on avoiding the tree's troublesome attacks.

FOREST OF FEAR



END



DEFEATING THE DEMON

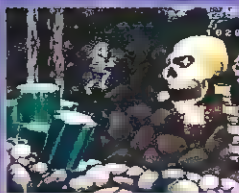
The Demon can do some damage, but he's also easy to beat. When you first find him, he'll be standing to the right. Whip out your D350 and fire off some rounds before he gets into his offense. Keep firing as he jumps over to the left, then jump up just as he lands and launches a fireball. Now, keep firing to avoid the brunt of his lightning bolt. If you've kept up your fire, he'll be just about finished.



LEVEL 2 CREEPY CAVERNS

Leaving the darkened grove, Biomech goes underground to Kradar's camp and dangerous caverns. He'll have to stay well away from the water because, unfortunately, he hasn't learned to swim. To keep high and dry, hit the red switches that make the water level rapidly recede.

Goal: 029430



Beating the level means you've reached the end of the game. It's a real triumph, so you'll want to celebrate with a drink.

GREAT GREEN GLOB

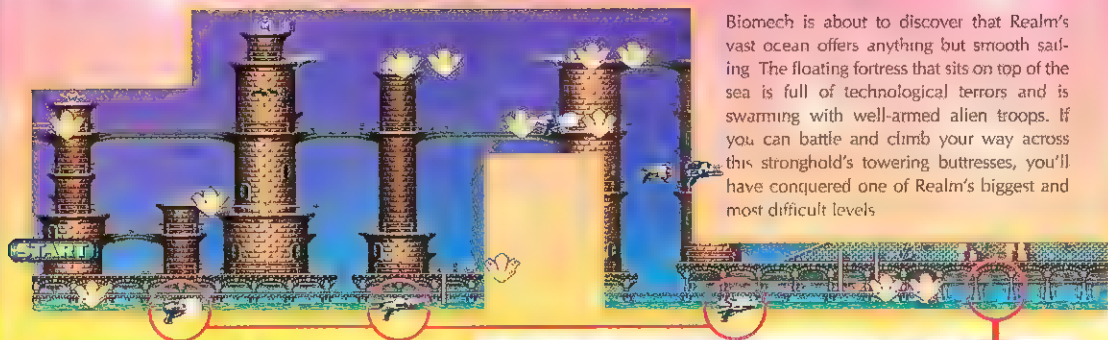
To beat this level, stand on the bottom platform and stay away at the two platforms above you. When it begins shooting electric bolts, stand still and just aim for its back.



At first, hitting the glob with platforms is the only way to harm it, but after a while, they'll simply bounce off its back.



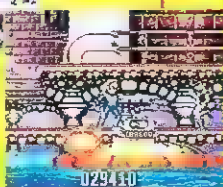
LEVEL 3 A FORT AFLOAT



Biomech is about to discover that Realm's vast ocean offers anything but smooth sailing. The floating fortress that sits on top of the sea is full of technological terrors and is swarming with well-armed alien troops. If you can battle and climb your way across this stronghold's towering buttresses, you'll have conquered one of Realm's biggest and most difficult levels.

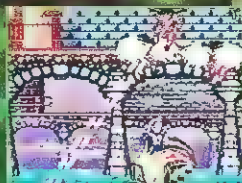


If you defeat the first hovercraft that you come across in each stage, you'll gain a weapon that's well worth keeping. Also remember to take out the dangerous statues on the tops of the tower—they're not just for decoration.



THE WATER WAYS

The only way to reach the second stage of this level is to take to the water on a tiny launch. All sorts of high-flying enemies will follow your vessel, so make sure you have a weapon that can hit villains far from the top of the screen.



Try to stay directly below the foes that are shown above. They can shoot only at an angle, so you're safer beneath them.

036840

LEVEL 4 HIGHER REALM



BATTLING THE BLAZE

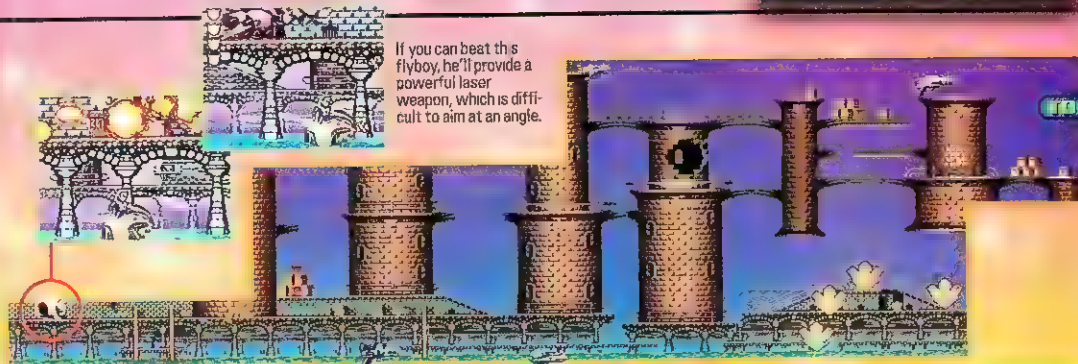
The level's final fighter has a basic battle plan. He'll head to the deck to build up his flames and then fly skyward and release two fiery pellets. When he's only well-protected by his dragons when he's flying, try to hit him when he's down.



The fiery dragons move fast, so Biomech should just focus on dodging them when the fight's in flight.



If you can beat this flyboy, he'll provide a powerful laser weapon, which is difficult to aim at an angle.



A MECHANICAL MARAUDER

Biomech can beat this walking weapon only by attacking it one section at a time. Get in close to take out its top gun, then quickly head to higher ground. If you can eliminate its mid-level weapon, the mech's mission will be your only worry.



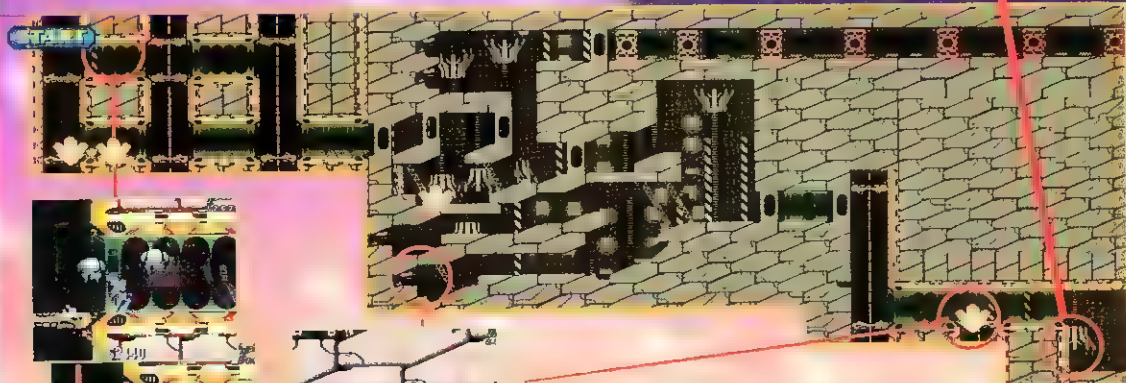
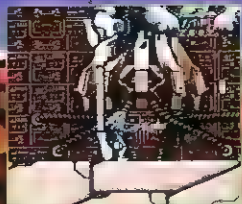
You can only destroy the mech's missile launcher by turning your attention to the machine's main operator.

LEVEL 5 A MAZE OF MECHS

The last level of Realm is nothing less than an all-out assault on the earth's extraterrestrial enemies. To complete this difficult final mission, Biomech will have to make his way through the dark and dangerous corridors of alien high command while dealing with deadly droids and a small army of menacing mechs. If he is able to find his way around the base's large labyrinth of levels without getting horribly lost, our cyborg

CRUSH THE BIG CRAWLER

To keep this monstrous creepy-crawly from adding Biomech to its cyborg collection, you'll have to make his body bug eyes. You can get some good shots in with an AB-350 while you're being shoved along the length of the floor, and if you can that make caught between the crawler's legs, you should fire furiously in the face before your shields get worn away.



These little droids may not look like much of a threat, but they can easily deplete Biomech's defenses with a single shot. Remember He who fights and runs away lives to fight another day.

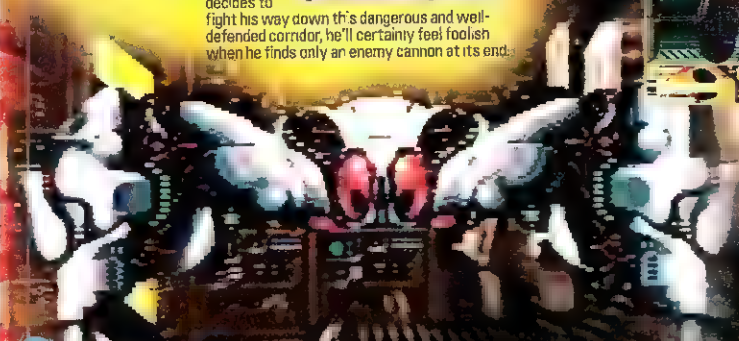


If Biomech decides to fight his way down this dangerous and well-defended corridor, he'll certainly feel foolish when he finds only an enemy cannon at its end.



These laser-spitting spiders take a lot of ammo to demolish, so rather than fighting, Biomech is better off fleeing with all the bullets and shields he can get from the crystal.

FILL'ER UP





You can avoid being hit by the plasma balls if you stay close to either one of the crawler's legs. You'll have to jump over one ball a couple of times, but the other will miss completely.

FILL'ER UP



END

A FINAL FACE-OFF

Whether the mile-high menace knows it or not, he's about to meet his match in Biomech. Our hero will have all the time in the world making mincemeat of the mechanical fight, as he exploits the mega-mech's major flaw: he's practically immobile.



Firing your best weapon non-stop while jumping over the fireballs that the mega-mech repeatedly rolls across the floor, then move to the left when it falls back. The massive machine gun for a long time.

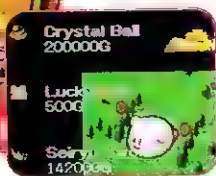
Nintendo Power continues its review of Kirby Super Star, a 32-Meg battery-backed Pak with nine different games sandwiched within its microchips. This month we cover The Great Cave Offensive and Revenge of the Meta-Knight, two of the largest side-scrolling adventures found inside the cartridge.

KIRBY SUPER STAR

© 1995, 1996 Hal Laboratory, Inc.
© 1995, 1996 Nintendo

THE FUN GOES ON

Each game in Kirby Super Star is ranked one to five stars, according to difficulty. The Great Cave Offensive and the Revenge of the Meta-Knight, two of the tougher games in the pak, are both ranked four stars. You must complete both of these games to go on to the hardest challenge in the game, the Milky Way Wishes adventure. If you get lost during your journey, consult the maps in this review and on the back of this month's poster.

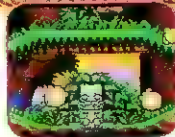


THE GREAT CAVE OFFENSIVE

It's the biggest treasure hunt in Dream Land! Go for a high score as you try to find all 60 treasures hidden inside the Great Cave. This adventure may take several hours to complete, but you can save your progress throughout the maze.



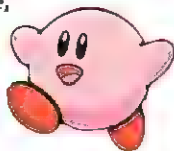
Your adventure begins here. Don't worry about the gray stone blocks. You'll blow them apart when you return at the end of the game.

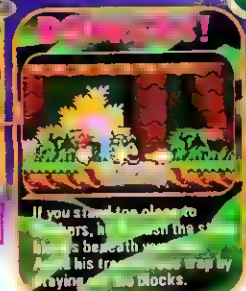
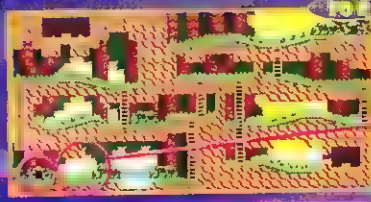
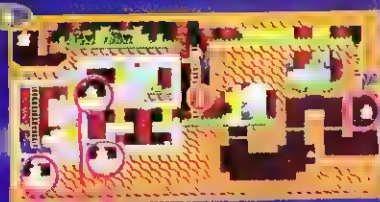


Prune these feisty flowers down to size and knock off the head of the stone statue to uncover a secret cavern. Inside you'll find an underwater chest containing the Gold Coin.



Don't destroy the middle bomb block or you'll never pick up the valuable Whip. After you open the treasure chest, continue right to the Great Cave's main entrance.

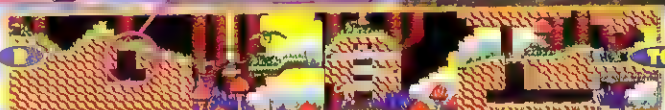




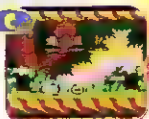
Use your Cutter to slice the rope supporting the platform. At the bottom of the pit you'll find some food.

Break the statue blocking the underground passage so you can hop up the platforms and open the treasure chest.

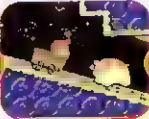
If you're stuck between the sliding doors, drop down through the floor, use the exit door and try again.



PICK A POWER



MINE CART



Kirby is invincible while riding in the mine cart. If you leap out, you'll have to fight your way along the tracks.

KIRBY COUSTEAU



If you dive deep enough and use your Water Gun to blast a path, you'll discover a 1-up and the Glass Slippers.



SAVE POINT

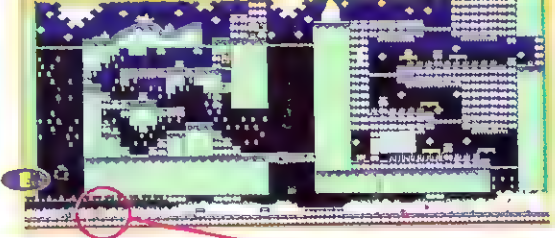
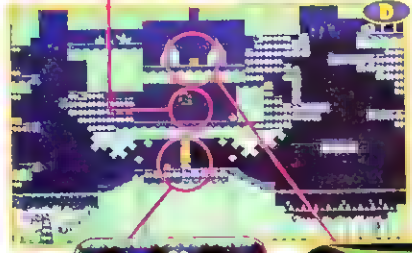
TO D

TO E

TO A

PAGE 52

WARD TO 2 (PAGE 53)

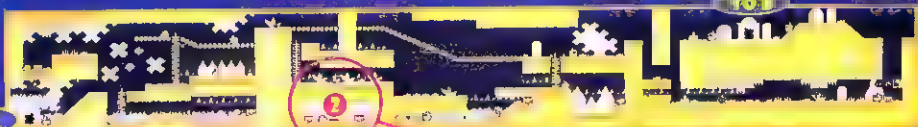


This barrier won't stop Kirby if he has the Yo-Yo skill. Hit the switch and collect the Brass Knuckles.



Strong water currents sweep the cavern floor. If you swim against the flow, you can drift left and pick up the 100-Dollar Coin.

FROM
PAGE 51



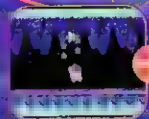
DOG ROOM



The dog attacks the guard so you'll be able to attack.



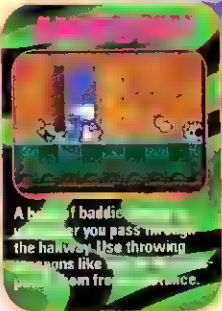
the random attack that appear on the screen. The fire skill works best against the Slime.



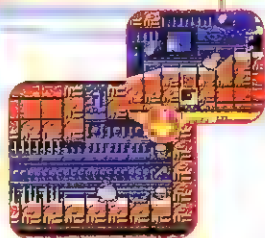
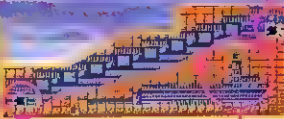
If you warp from the blue crystal cave, you'll end up in this secret room. Here you'll find the fossil treasures.



TO F



A bunch of baddies follow you pass through the hallway. Use throwing weapons like the hammer from the entrance.



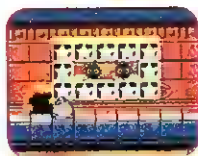
Jump down the hole to pick up the extra goodies, then leap on the platform for a quick ride above the spikes.



Bonkers might hammer you, but if you reach the chest before he does, swoop up the Autumntime treasure and run.



Release the bouncing spikes by removing the left and right star blocks, then spring up and take the Star Tiara.



TO C

TO E



TO D TO C

PAGE 53

Lunge right as soon as you enter this room so you'll have just enough time to find the Mannequin treasure.

SAVE POINT

TO G

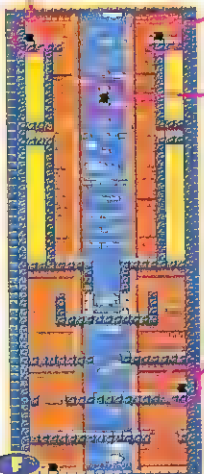
PAGE 53



When you bounce up this star chamber, you'll find the treasure chest in the upper right corner.



This breezy room is filled with Sleepies. If you can reach the chest without waking one, you'll find Mr Saturn.



TO F



TO H

TO J

TO K

TO I

TO L

TO M

TO N

TO O

TO P

TO Q

TO R

TO S

TO T

TO U

TO V

TO W

TO X

TO Y

TO Z

The Hammer is one of the few items you can use to break through the cracked walls.

You need a Hammer and a Chest to get the Sun Ring. Cut the rope and pound down the post.

TO I

TO J

TO K

TO L

TO M

TO N

TO O

TO P

TO Q

TO R

TO S

TO T

TO U

TO V

TO W

TO X

TO Y

TO Z

Avoid the spiked balls as you bound to the top of this metal chamber. The King's Cape is inside the chest.

CHOOSE YOUR WEAPON

TO I

TO J

TO K

TO L

TO M

TO N

TO O

TO P

TO Q

TO R

TO S

TO T

TO U

TO V

TO W

TO X

TO Y

TO Z

The Chamber is made of stone walls, but if you can closely hit the wall you will get the place away.

Explore all of the exits leading outside the twin towers to discover the Model Ship and the Sun Ring.

HAMMER TIME

TO I

TO J

TO K

TO L

TO M

TO N

TO O

TO P

TO Q

TO R

TO S

TO T

TO U

TO V

TO W

TO X

TO Y

TO Z

You must have the Hammer to pound down the post and demolish the wall, then you can enter the elevator room.

Less this black... around until he surrenders. After he's defeated, his... Stash... the ceiling.

ELEVATOR

TO I

TO J

TO K

TO L

TO M

TO N

TO O

TO P

TO Q

TO R

TO S

TO T

TO U

TO V

TO W

TO X

TO Y

TO Z

AQUAKIRBY

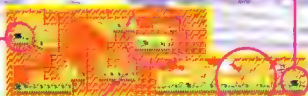
You need a Burning Lep helper to light this underwater fuse. Slide into the cannon barrel before it fires.

TO A

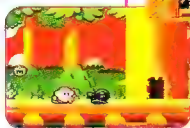


REVENGE OF THE META-M

Not every diabolical plot in Dream Land is hatched by King Dedede. The evil Meta-Knight is terrorizing the countryside with his mechanical floating fortress. Kirby must find a way to destroy the ship and end the reign of terror.



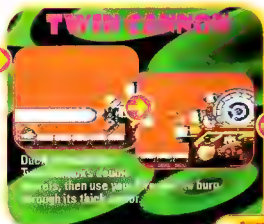
Avoid the road of spikes and lava by taking the shortcut above your head. Just float through the hole.



Some cannons in the game are invincible. Nab this magical fruit, then quickly jump out of the line of fire.



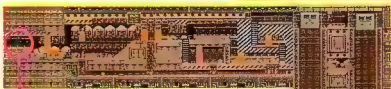
Dispatch the Bonker Brothers, then copy their Hammer skill. You'll need the Hammer to finish the stage.



Detonate the bombs beneath the bridge to find the secret supply room. The room's filled with food.



Pick up all the food floating around in this section of the ship. You'll need the strength as you fight your way to the Meta-Maniac.



If you have the Yo-Yo skill, you can rip the hinges of the door leading to the secret room in the ship.



KNIGHT

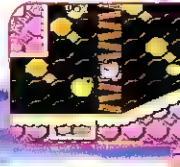
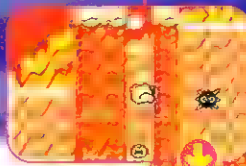


ROLLING ONE

This puzzle will roll around while the ground the Bomb is placed behind a distance.



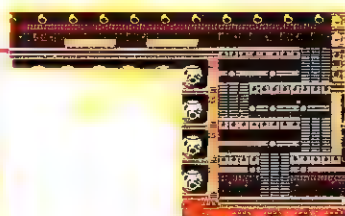
to shoot your reactor can and detonate the underwater explosives blocking the path.



Copy the Fire skill to light the fuse on this cannon, then hop down the barrel and shoot into the next stage.



The ship is starting to fall apart. Pick up the treats left behind on the deck, but be sure to watch your step.



THE REACTOR



The reactor is starting to fix the reactor. Stop the reactor and watch the reactor fire, then jump out of the way.

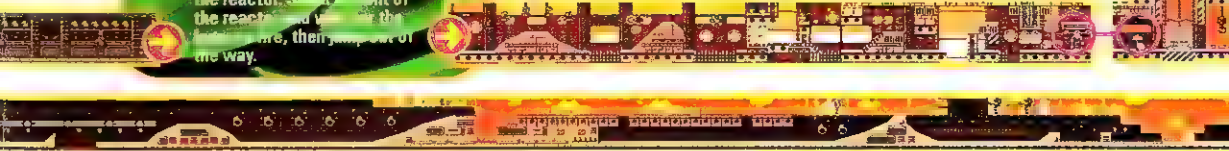


GUARDS



Use the Cutter skill and Slice the trouble pieces. Use the Bite skill to bite the pieces.

skill, off the last p.



The bark is smooth and white. The tree concentrates on trimming the top and the sides, but not the other side. The size

King's is a national leader in the field of international education, and we are proud to have a large and diverse international student body. We are committed to providing a high-quality education to all of our students, regardless of their background or origin. We are also committed to providing a safe and supportive environment for all of our students. We are proud to be a part of the King's community, and we are committed to making a positive impact on the world.

IMBUS

If you
 don't have a club
 to
 sale
 your freaky toes
 and catch them at
 the club
 come

FORSTEN LIMITED

Howard Stern is back for a remainder of the season, but the show is slow to pick up where it left off. As for the new lineup, well, the

1. *Journal of the American Medical Association*, 1997; 278: 1541-1546.

**What secrets lurk behind
Meta-Knight's armor?**

Like the Chamberlands,
Meta-Knight is looking for a
Cutter confinement Glove
as the Chamberlands.

Meta-Knight runs away to
find another way. You have 15
seconds to escape the burning
ship, but your first
attempt isn't over yet.

THE END

TUROK

DINOSAUR HUNTER

The image is a title screen for the video game 'Turuk: Dinosaur Hunter'. The title 'TUROK' is rendered in a large, bold, white font with a thick black outline and a 3D effect, set against a background of a prehistoric landscape. Below the main title, the subtitle 'DINOSAUR HUNTER' is written in a smaller, red, blocky font with a black outline. The background features a large, textured rock formation in the center, with a blue sky and a yellowish ground. In the lower foreground, a dinosaur's head and neck are visible, looking towards the left. The overall style is reminiscent of early 3D computer graphics from the late 1990s or early 2000s.





**COMING SOON TO THE
NINTENDO 64 FROM
ACCLAIM ENTERTAINMENT**

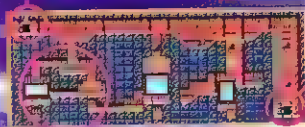
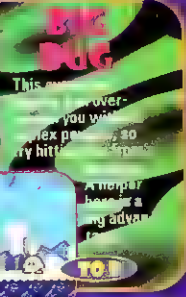
NINTENDO
POWER



Defeated by a wicked crosswind? Use the Jet to blow the wind away!



SAVE POINT



AFTER THE FIGHT



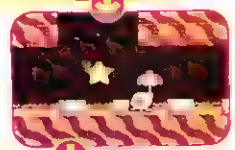
Touch the right switch to claim the treasure chest. Touching the left switch releases the enemies.



If you take your time on the platform, you'll be rewarded with the Ramia's Scale at the top of the chamber.



Catch your breath to slow your fall or you'll bounce against the spring and miss the treasure chest waiting at the bottom of this hole.

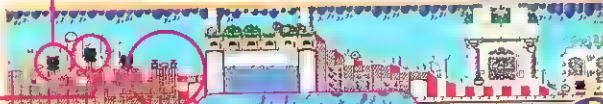


RIDE ON THE STAR

You're back at the beginning! Hop on the star and ride off into the rolling credits.



Use your Jet skill to detonate all but the lowest bomb in this stack to claim the Xmas tree treasure.



You'll need a Fire or a Jet skill to light the fuse of the center cannon. Try the center cannon first.

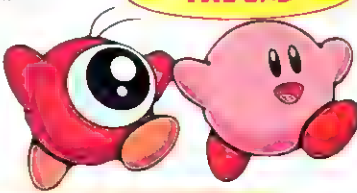
THE END



You need the Crash skill to open this door. Swallow the exploding enemy directly above Kirby's head.



Into the dunk tank! Hit the bomb to blast the rocks, dunk the baddies and claim the underwater treasure chest.



WARD TO 5



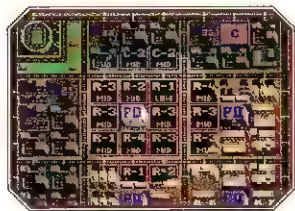
EPIC CENTER

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SIMS AND STRATEGY

This month, Epic Center covers two games that fall outside the realm of straight RPGs, but both games offer plenty of challenge and interest. It may come as a surprise to many

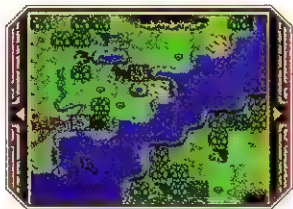


SimCity

gamers, but SimCity has been a great success for the Super NES. Quietly, over the years, this remake of the Maxis classic has sold well over a million copies around the world. This month, Nintendo will rerelease SimCity as part of the Players' Choice series of games for an MSRP of \$34.95. That's an incredible deal. The reason for this is that the scope of the game is limited only by your own imagination.

War 3010: The Revolution from Advanced Productions falls firmly in the category of war strategy games. Like its board game predecessors, War 3010 concentrates on the manipulation of combat units, which you move and send into bat-

tle. Since each unit has unique capabilities, you must deploy them strategically, backing up some units and matching your attacking units with enemy units according to their weaknesses. Each scenario presents clearly defined goals—just the opposite of



Civilization

the play in SimCity—but within the scenario you have the freedom to move your ships and attack however you want.

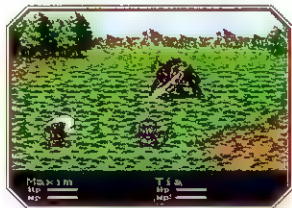
If you find that you like both of these types of games, you might want to hunt up a copy of Koei's Civilization. This game has been released for a little less than a year, but already it can be considered a classic. The play includes the freedom to establish and build your own cities as in SimCity plus the strategy of moving combat units around the territory for defense or offense.

In these difficult days when new RPGs are so hard to find, a few good games such as these can keep you going for a long time. Open, creative play makes for an incredible deal. Instead of talking about the game taking 80 or 100 hours, the time is almost limitless.

LUFIA II ARRIVES (AT LAST)

You saw the reviews of Natsume's Lufia II here several months ago, but Epic fans have had a long, hot wait over the summer with no sign of

the actual game. As you read this article, though, Lufia II should be arriving in the stores. Rejoice! For anyone who may have missed the early reviews, Lufia II mixes RPG and Zelda-like adventure action into one of the strongest epics of the last few years for the Super NES. Players will find puzzles, live action battles, quests, RPG-style menus, a trove of weapons and items

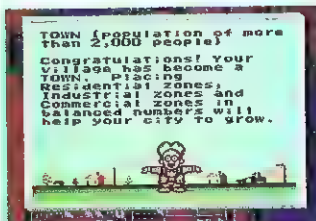
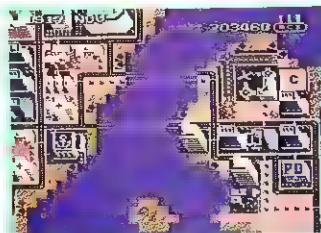


Lufia II

and at least 80 to 100 hours of adventure. There's even one dungeon with 100 randomly changing levels on it. For full, strategic coverage of Lufia II, look back to your May and June issues of Nintendo Power. We'll be including more information in future Epic Strategies columns, as well

SIMCITY 2000: BREAKING NEWS

This just in from Calabasas, CA. Back Pearl informed Epic Center News editor that they have finalized a deal to bring SimCity 2000 to the Super NES in North America. In Japan, SimCity 2000 was released by Imagineer for the Super Famicom. Players (or city builders) have far more flexibility in SimCity 2000 and more types of facilities to build, including subways, water systems, military bases and giant arcologies. You can even custom-shape the landforms with hills, lakes and rivers. SimCity fans will be in heaven. Black Pearl hopes to release SimCity 2000 in late October or November. More later.



URBAN RENEWAL WITH SIMCITY

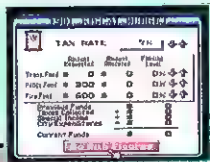
SimCity for the Super NES first appeared in 1991 and became an instant hit in Japan and North America. The popularity of the game came as no surprise to Nintendo, because the previous computer versions of SimCity from Maxis were widely heralded as some of the best games ever. This month, Nintendo relaunches SimCity as part of the classic Players' Choice series. What makes Sim-City so appealing is a combination of the realistic 3-D view of the city and the player's total control over everything in it. You can create and you can destroy. You can even toy with the sim citizens who live in your town, setting up experiments to see how they react. In the years following the introduction of the first SimCity for the Macintosh back in 1989, many so-called god-games have tried to duplicate the magic of SimCity, but none have done it better.

Sim

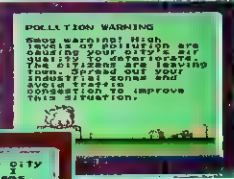
City

MILLION DOLLAR MAYOR

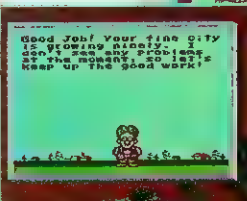
If you want to get off to a great start, how about putting \$999,999 in the bank? Here's how you do it. Begin by spending all of your money. Make sure you build at least one unit like a Police Station that requires funding and reduce your tax rate and funding levels to 0%. At the end of the year, when the tax screen pops up, hold the L Button and exit the screen. Still holding the L Button, press X twice so the calendar shifts to January. Now, bring your funding levels back up to 100%, but leave the tax at 0%. Exit the tax screen and release the L Button.



Dr. Wright pops up when things go wrong with your city. He also tells you how you can correct the situation.



When you're doing a good job, Dr. Wright also likes to let you know. You can check with the good doctor at any time by activating his icon in the menu bar.



THE GIFTS THAT KEEP ON GIVING

The most innovative change to the Super NES SimCity involves the giving of gifts. As you reach various population milestones in the life of your city, you will receive gifts that can help your city grow even faster. The gifts range from civic decorations like the Fountain to practical gifts like the Landfill. Each gift can be used almost anywhere in the city, but most can be used strategically to maximize their benefits. If you choose the right location, the gift keeps on giving and giving.

WHEN THE CENSUS PAYS OFF



YOUR HOUSE

As the mayor of SimCity, you'll earn yourself a luxurious estate once your village becomes a town of 2,500 people. Locate Your House near other neighborhoods. People will flock to live near such a popular leader.



BANK

If you run low on cash, SimCity Savings and Loan will float you a line of credit to the tune of \$10,000. Of course, you'll have to pay it all back over the next 20 years, but in the meantime, your town can continue to grow.



ZOO

The Zoo gift will enhance any residential neighborhood and provide \$100 in revenue to the city bank account. Place the Zoo beside dense residential areas and watch the apartment buildings reach the highest level of development.



CASINO

Placing the Casino adjacent to commercial zones is a good bet. You'll earn \$100 every year from the Casino, but you'll also increase the amount of crime in that area of the city. The trade-off is worth it. Just build another police station.



AMUSEMENT PARK

Sim kids seem to like Ferris wheels and rides as much as real kids. If you place the Amusement Park near a residential neighborhood, the buildings will reach higher levels and you'll earn \$100 per year.



POLICE HQ

Once you build six regular police stations, you'll receive a Police Headquarters building. The facility controls crime over a large area but costs you \$100 per year. Build this in a high crime, industrial area.



FIRE HQ

The Fire HQ provides wide fire coverage but costs the tax payers \$100 every year. Since one fire station is adequate for any city, you might think twice about spending the extra money for this unit.



BIG PARK

The Big Park boosts the growth and property value of any adjacent zones and brings in \$100 every year. You'll receive several of these parks throughout the game if you build lots of little parks.



WINDMILL

The Windmill is a gift from your sister city in Hoi. Place it next to commercial zones to encourage their growth. You'll earn more tax dollars and raise land values in the area.



TRAIN STATION

The central Train Station helps ease traffic problems by making your train service more efficient. Place it in the commercial district to help nearby zones reach the highest level of development possible.



EXPO

The Expo site should be placed between industrial zones. Your tax revenues will increase and nearby industrial zones will max out. This is one of the few gifts that helps industries.



SCALE MODEL

The Scale Model lets you take a quick look at your city. You can access the model on the Information screen, then scroll about the miniature version of your city, just for fun.



FOUNTAIN

The Fountain beautifies any location in your city and helps the adjoining zones reach their full potential. The Fountain increases your tax take by \$100 each year and costs you nothing in return.



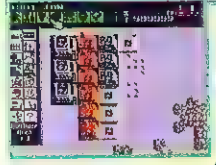
LANDFILL

The Landfill allows you to fill in areas of water to make new land. You can place any type of unit on the new property to help your city grow. As you fill up existing areas of the map, you'll receive new Landfill gifts.

TAX RATE

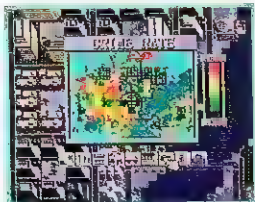
Amount	Rate	Amount	Rate
1000	0.00	10000	0.00
2000	0.00	20000	0.00
3000	0.00	30000	0.00
4000	0.00	40000	0.00
5000	0.00	50000	0.00
6000	0.00	60000	0.00
7000	0.00	70000	0.00
8000	0.00	80000	0.00
9000	0.00	90000	0.00
10000	0.00	100000	0.00

Current Funds: 1000000



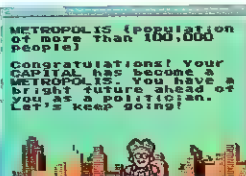
MAKING THE MOST OF YOUR CITY

WRONG



Check with the Information Screen to see if you are having problems. The maps pinpoint exactly where things have gone wrong.

RIGHT

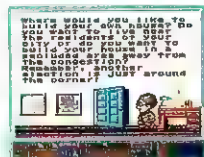


Dr Wright lets you know when you've reached a milestone in the growth of your city.

PLANNING AHEAD

You need to make the most of every sim acre in your city. For instance, place eight residential zones in a three-by-three square, leaving the center open, then drop a gift such as a Large Park into the hole to produce four top level apartment complexes in the surrounding zones. The same strategy works with commercial zones. Try the other strategies listed below.

YOUR HOUSE



Do the doughnut trick with Your House. Plop the mansion into the center of a ring of residential zones to encourage those zones to top out. Zones that border on Your House have the best chance to max out.

BREAKING GROUND

Like all cities, your SimCity needs power to prosper. Your first job as mayor is to choose a site and build a power source. The coal-burning plant may be cheap,

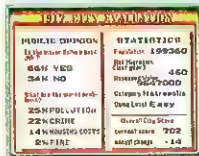
but in the long run it produces too much pollution. The best choice is the nuclear power plant. Locate it on an island or isolated point of land to minimize the effects of a meltdown, should one occur. After that, you'll need an industrial zone for jobs and a residential zone where people can live. You also need to connect each zone using power lines and run a road or trolley track along one side. Remember, no zone is an island.

PUBLIC ACCESS? NOT.



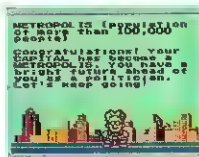
Most gifts work just as well with or without a road or railroad touching them, but they do require power. If you surround a gift with zones, all of those zones will benefit from the positive effects of the gift.

WHAT'S WORKING



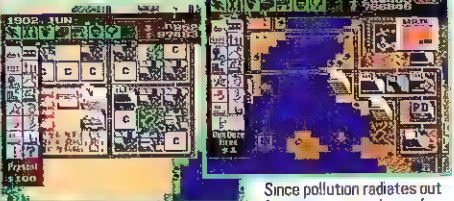
Pop into the Information screen to see if your strategy is working or use the magnifying glass. The Info Screen can show you high property values while the magnifying glass reveals which zones are flourishing.

WATERFRONT



Waterfront property is particularly valuable because you can build over it, gaining precious areas of land from the snore. You can place a zone or building with one edge hanging over the water.

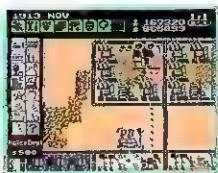
DOWNTOWN THE OUTSKIRTS



It's usually best to concentrate the dense growth of residential and commercial zones at the center of your city and put polluting industrial zones on the fringe. You can also use a neighborhood approach, breaking your city into self-contained villages.

Since pollution radiates out from a source such as a factory or coal power plant, it's best to locate these zones on the edges of the map. Half the pollution will be distributed outside the border of your city where it doesn't affect your city's growth.

INDUSTRIAL



Pollution and crime are the main, limiting factors to industrial growth. Build parks and lots of police stations in industrial areas. Large cities don't require as high a percentage of industrial zones as smaller towns do.

COMMERCIAL

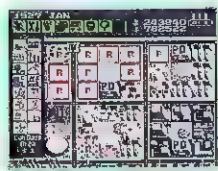


Commercial zones thrive in cities where people have money to spend. You'll notice that the commercial bar on the RCI meter lags behind the residential and industrial meter bars.

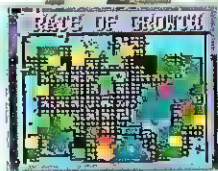


People traveling to or from work tend to stop and shop if commercial zones are present. The strategy is to place commercial zones on routes linking industrial and residential zones.

RESIDENTIAL



People like to live in nice, green neighborhoods with lots of amenities such as libraries, parks, and shoreline. Pollution, crime, low property values and traffic congestion will limit growth.



People don't like to live so far from work that they have to spend hours commuting. You have to balance good access to jobs in the industrial zones with good living conditions.

A NOSE FOR ZONES

It's a good idea to have a master plan in mind when you begin laying out your first zones. If you want to end up with a huge megalopolis, position industrial zones around the perimeter of the map. Inside that, create a ring of commercial zones and place your residential neighborhood in the central area. You won't have enough money to build all the zones at once, unless you use the million dollar option, so build it a slice at a time. Build a few industrial zones near the edge of the map, then run a road toward the center of the map, placing commercial zones and residential zones as you move toward the center. The landform you choose also comes into play. When placing zones in blocks, keep the same types of zones together. Different types of zones that touch will never reach the top status.

THE MIX

It's important to recognize that every zone, building, road or park affects every surrounding piece of land. For instance, you can reduce the effects of pollution by running parks along heavily congested roads and around factories. Since different types of zones may have a negative impact on each other, it's often a good idea to leave a narrow buffer zone between neighborhoods. Buildings such as the stadium, seaport, airport and police and fire stations all have a special impact on nearby areas and the city as a whole. One seaport services the entire city, providing a boost to industry, just as one airport services a city of any size. In addition, zones close to special buildings also benefit from their proximity. The Gift buildings listed on page 57 also have positive impacts on the entire city as well as their neighborhoods.

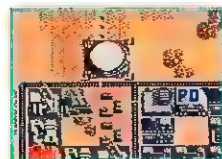
EPIC REVIEW

ZOO/ RESIDENTIAL



Place the Zoo in a residential neighborhood and watch the apartment buildings grow into towers.

STADIUM/ INDUSTRIAL



The Stadium also helps build up industrial zones, but it causes traffic problems. Run train tracks to it instead of roads.

CASINO/ COMMERCIAL



This combination helps build up commercial zones, but crime will increase. Just make sure you have the PD close by.

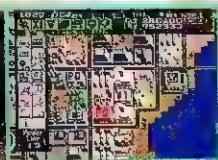
LARGE PARK/ ANY ZONE



Every zone benefits from having a park next door. The city also earns money from this and several other gift properties.

Industrial areas breed high crime rates, so place more police stations in industrial areas and keep your funding high.

POLICE/ INDUSTRY



PAINS, TRAINS AND AUTOMOBILES

SimCity isn't reality. If it were, you wouldn't be able to destroy all of the roads, replace them with intraurban railways and live to talk about it. In SimCity, however, other than a periodic, whining message requesting more roads, there's no downside to this politically correct (and politically suicidal) solution. If you're bent on building a megalopolis of one million sim citizens, just don't build any roads at all. You'll cut pollution and wipe out traffic problems. If you prefer the reality of cars, however, limit the roads to the commercial and industrial zones.

CLOSED AIRSPACE

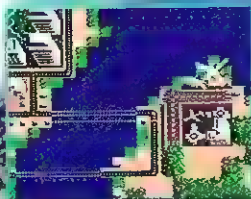
The problem with airports is that you have these heavy planes constantly falling out of the sky as they attempt to land. If you place tall commercial towers around the airfield, the landing process becomes as brutal as an obstacle course. Eventually, some planes will wind up in your SimFirst Tower, which isn't good. The commercial district requires an airport, but

PLANE TRUTH



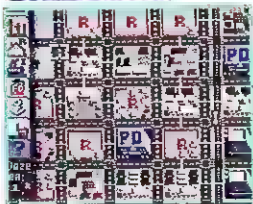
Planes crash. It happens in SimCity just as in real life. Most planes crash close to the airport upon takeoff or landing.

SAFE LANDINGS



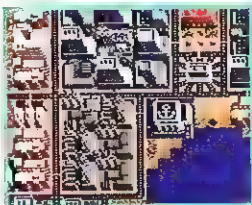
Place your airport near the water, on an island, or several spaces away from tall buildings.

GRIDLOCK



Lots of roads lead to mass gridlock. When the traffic becomes a nightmare, wake up and build mass transit.

TRAINS VS. LANES



Welcome to a world with no smog or congestion. Trains beat out roads on every count.

SIM RELIEF

Disasters in SimCity come in two forms. The most obvious disasters involve destructive forces such as tornadoes, floods, earthquakes and monsters. The other type of disaster stems from conditions such as traffic congestion or crime. In the case of natural disasters, most damage is caused by fire. You can minimize fire damage by building several fire stations. It's even more useful to contain fires by bulldozing surrounding units to make firebreaks. Man-made disasters can be controlled by good planning.

DISASTER STRIKES



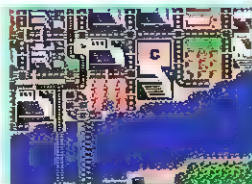
Disaster may strike your city at any time, and you can actually call up disasters in the menu. Tornadoes, floods, monsters, even UFOs have been known to attack.

FIRE



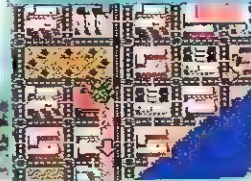
Most disasters cause fires, and the fires do most of the damage to your city. Keep your funding high for fire protection.

EARTHQUAKES



Major earthquakes destroy buildings and cause fires across the city. Fire management is your only hope.

BOWSER



When Bowser comes to town, he tends to wipe his feet on your buildings. You can't stop him—just mop up after the towering turtle.



The six scenarios in SimCity present cities in imminent danger. You'll have a short period to prepare the city, then you must deal with the disaster.

SimCity includes six basic disaster scenarios and two bonus scenarios. In most cases, you must prepare your city by building up infrastructure before a natural disaster occurs. Your dollars will be limited and you'll have a limited time in which to get the city back on its feet. Build infrastructures that help your city survive, such as extra fire stations. After the disaster, your first task is to control fires, then to restore power throughout the city. Use the bulldozer to make firebreaks around fires. In man-made disaster scenarios, use the Info Screen maps to look for the worst areas of crime or traffic.

SETTING THE SCENE

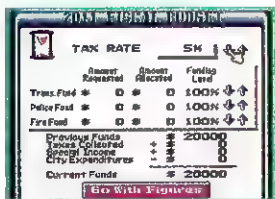
BOSTON



Boston is about to experience the terror of a nuclear meltdown. A portion of town will become unusable when radiation and fires spread throughout the city.



Restoring power will be expensive since you just lost a major nuclear plant, but you need power to rebuild the city.



You can manipulate the tax rate to bring an infusion of people back into the city. A low 5% tax rate will encourage newcomers.



Reduce city expenditures by cutting funding rates after the disaster or eliminating excess roads or fire stations.

MAINTAINING ORDER

CRIME

Crime is one of the toughest problems of any big city. It may seem as if you have to build a lot of police stations, but it's worth it in order to keep property values high and people moving in.



A hands-on mayor will be able to deal with problems as they arise, but you can take care in pre-planning so that your city will run smoothly even if you're away from the game. That is the ultimate challenge. Your city plan should include an efficient transportation system, which means more rails than roads. When you do use roads, keep them straight to avoid creating extra traffic jams. You also need to keep your funding levels high in case a fire starts when you are away. Make sure you build one seaport, airport and stadium only. If you need people, lower the tax rate to about 5%. For some quick cash, lower your fire coverage for one year. Chances are you won't have a fire in that time.

CRASH!!!



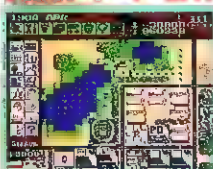
Airplanes can crash anywhere, but they usually go down near the airport. To lessen the chance of major damage, and pollution from the airport, you should build on an island or on the map's edge.

POLLUTION

Pollution is caused chiefly by cars, coal power plants and industries. Parks help reduce pollution. Eliminate some or all of your roads and replace them with train tracks. Spread your industries out and plant parks between them.

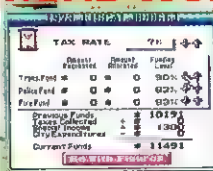


HAPPY SIMS



Sim Citizens want to be entertained. If you build a stadium, for instance, they will come. The stadium causes traffic problems, so connect it to your rail system rather than to the roads.

ROAD WORK



If you reduce the transportation funding on the Fiscal Budget screen, your roads and railroads will begin to decay. It's best to keep the funding rate at 100%.

The world welcomed the aliens with open arms, but the gesture of friendship was soon rewarded with slavery and suffering. Now, in Advanced Productions' one-player strategy game for the Super NES, you must defeat the planet's captors in a final bid for freedom.

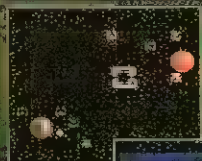
WAR 2010™

THE REVOLUTION

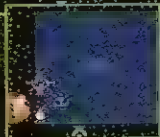
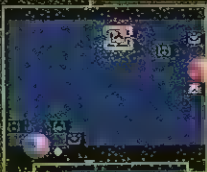
©1996 Advanced Productions Inc.

HOW WAR IS WAGED

You can give your trigger finger a rest because WAR 2010 is all about tactics. Since you can only watch as the battle sequences are played out on the screen, your chances for success in each of the 16 stages are only as good as your strategy. If you move your ships wisely and exploit your enemy's strengths and weaknesses, you might end up winning the war!



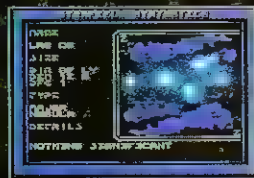
The three main modes of play involve employing maps to make your plans, moving your ships into strategic positions, and targeting enemies for punishment.



From Salvation to Slavery

In 2044, the Kyllens came to earth with a message of cooperation and peaceful coexistence. A technologically superior race, they set about solving many of the planet's most serious problems. But when people began realizing that the Kyllens were plotting world domination, there was little that anyone could do. Now the year is 3010, and as a lone commander, you must lead a revolt against the planet's oppressors.

Having captured an armada of Kyllen ships, and renaming them after mythological heroes, you are humanity's last chance against the alien menace.



KYLLEN CRAFT

Because your forces are flying stolen Kyllen warcraft, this guide will show you the strengths and weaknesses of your own fleet, as well as those of the enemy's sizable armada.

Achilles



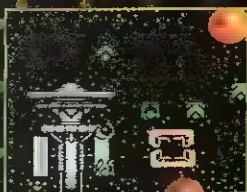
This craft has average shields and weapons. It can move long distances in a single turn.

Ares



The Ares is very similar to the Achilles, but its movement range is just slightly smaller.

FIGHT FOR FREEDOM

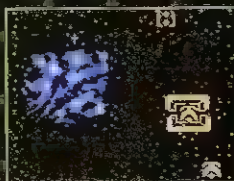


Every stage of the war has a unique objective, however they all require elimination of any Kyllen forces that your ships encounter. While your limited fleet is almost always outnumbered, you can use powerful upgrades, unusual atmospheres, and ship-building space stations to your advantage. The real secret to success is exploiting the Kyllen's simpleminded strategies. If you can predict their attack plans, you're well on your way to winning!



Engaging the Enemy

You'll begin each stage with your guerrilla forces and Kyllen ships gathered in separate sections of space. After you've consulted maps and devised a clever strategy to meet your mission objectives, you and your foes will take turns moving ships and waging war. Remember: Careful planning beats barreling into battle every time!



Map

Scanning the map of your sector in space lets you locate Kyllen forces, find galactic objects, and get a good sense of mission objectives.



Movement

Moving your ships is a simple matter of charting a course with a cursor. The distance a ship can move is determined by its particular design.



Combat

Each type of war craft has a different attack range and does different amounts of damage depending on how near or far it is from its intended target.



Building and Bettering Your Fleet

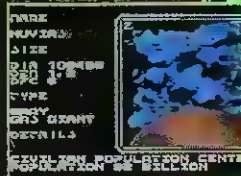
You may begin each stage with a limited number of ships, but space stations can be used to build more. Unfortunately, you may often be too busy fending off foes to spend much time building ships.



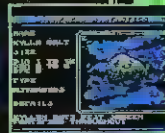
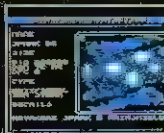
The Kyllen have upgrades for their ships hidden on certain planet surfaces in each stage. If you can find them, you'll be better equipped than your enemies!

Mind Your Matters

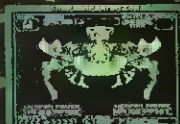
All kinds of space matter can affect your ships' defensive capabilities. While some objects may strengthen your shields, others are definitely detrimental. Make sure that you examine every asteroid belt, nebula, and planet before you start making your battle plans.



Your Stellar Map can provide all the pertinent statistics you'll need to determine whether those huge hunks of matter will be beneficial or detrimental to your ships' defenses.



Artemis



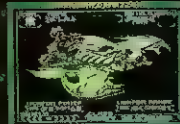
This ship has moderate weapon strength, weak shields, and the maximum range of movement.

Athena



While the Athena's weapons and shields are fairly strong, this starship is a bit slow.

Atlas



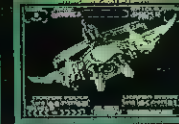
With terrific firepower and defensive capabilities, the Atlas is a fine addition to your fleet.

Carberus



The Carberus has moderate weapons, better than average movement, and less than stellar shields.

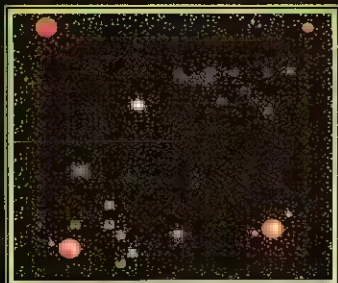
Hades



The Hades has very good shield and weapon strengths but only a mediocre range of movement.

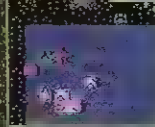
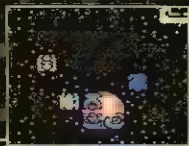
STARSHIP STRATEGY

There are 16 galaxy-spanning missions in War 3010, and every ship in your fleet will play a vital role in the conflict. We've mapped out strategic plans for five of the most grueling scenarios. Warp speed and good luck!



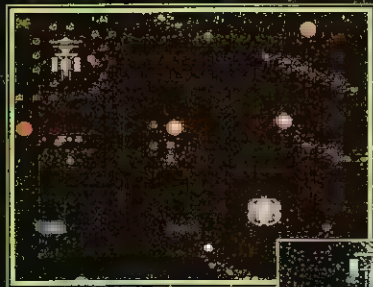
MISSION 3 Kyllens on the Attack Blockade the Planet

The Kyllens' objective is to secure the planet. If just one ship lands, they'll win, regardless of how many ships are left on either side. Form a defensive perimeter around the planet and wait for the enemy attack. You can stagger your ships to create a crossfire or leave some ships back to plug any holes in your line.



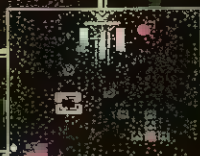
Keep the line close to the planet, and don't let any enemy ships slip around your flanks.

MISSION 6 Rebels Battle Back



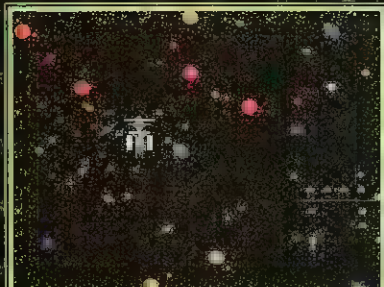
Hide in the Asteroid Field

Your mission is to dock two ships at the space station. Send two fast ships to the left of the station as decoys and take the rest of your fleet into the asteroid field. As the Kyllens chase the decoys, you can move in and launch a surprise raid.



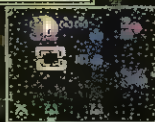
If the battle goes too long, you can dock with the refueler ship for some quick repairs.

MISSION 9 Rain Down Destruction



Death From Above

Once again, your target is a Kyllen space station. Move your fleet to the planets above the station. You'll have better defensive capabilities while in orbit, and you'll be able to attack before the Kyllens can get organized.



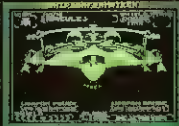
Let your smaller ships bear the brunt of the initial attack. Save your heavy fighters for later.

Hera



The Hera has mostly average abilities except for its above average range of movement.

Hercules



This ship's long-range weapon strength makes it one of the fleet's most formidable fighters.

Hermes



While its shields are horribly weak, the Hermes has a truly remarkable range of movement.

Kronos



The Kronos has excellent shields and short-range weapons, but it can move only at a crawl.

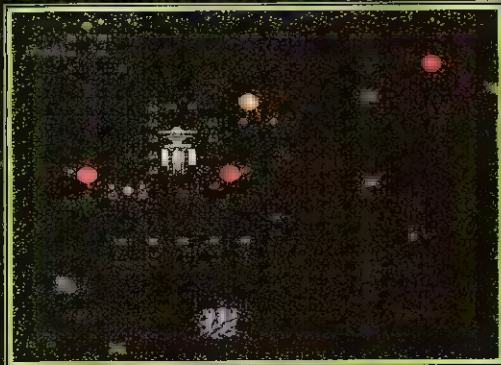
Narcissus



The Narcissus has only average shields and medium weapons, but it moves at a rapid rate.

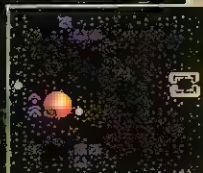
MISSION 12

Launch an All-Out Assault



Teamwork is the Key

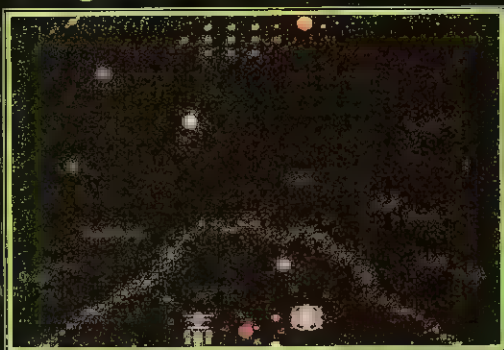
Organize your fleet into teams of three to four ships, mixing fighters, destroyers and scouts. Surround the Kyllen fleet and the station. Give each team a specific target and don't attack until all units are in position.



Each team should concentrate on their primary target. The Kyllens will let you fire first, so make it count!

MISSION 16

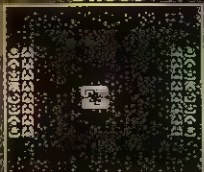
A Long and Furious Fight



Bonus Battles

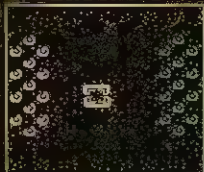
If leading a galactic rebellion is wearing you down, take a break with these secret bonus games. The passwords to these games are hidden in two planetary information files. Do a background check on all the planets in Missions 9 and 16 and check their files closely.

Chess



Although this space-age game of chess isn't played in the traditional way, it's still a real challenge to win.

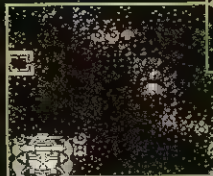
Checkers



Since you and the Kyllens have exactly the same number and style of warships, strategy is key to winning.

Strength in Numbers

The Kyllen stronghold is protected by a large asteroid belt. Your only chance is to concentrate your forces. Group your entire fleet together and secure the right side of the asteroid belt, then head inside the perimeter.



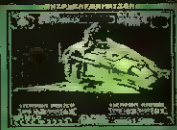
Once you've destroyed the Kyllen defenses in the belt, use the refueler to repair your fleet before the final battle.

Pandora



The Pandora's strong weapon and shield systems are complemented by its ability to lock.

Perseus



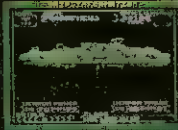
A fine long- and short-range fighter, the Perseus is hobbled by its slow rate of speed.

Poseidon



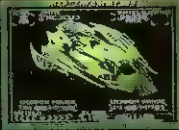
Although it can't fight at a distance, it has strong short-range weapons and decent shields.

Prometheus



It moves like a slug, but the Prometheus has shields and weapons that are simply out of this world.

Theseus



The shields, weapons and movement range of the Theseus make it a weak choice.

SECRET of EVERMORE

Dark and deep are the many secrets of Evermore. After nearly a year on the charts, Secret of Evermore still ranks in the top 10 games that players ask us about. In response to the continuing flood of questions, we'll take another swing through this amazing imaginary landscape.

WHEELING & DEALING

We've talked a lot in past issues about the Nobilia Marketplace, and some players have managed to drive some very hard bargains with the vendors. We offer a word of caution, though, about the man who sells Annihilation Amulets. Don't talk to him unless you're absolutely ready to make a deal. If you start talking to him but then change your mind about buying, you can't back out without insulting him, and he won't deal with you ever again. If you only need a few amulets, you can talk him down to three in exchange for a single bag of rice. As in the previous situation, though, once the transaction is



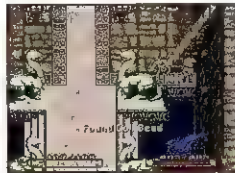
You might wheel and deal yourself into a jam if you're careless.

complete, he won't deal with you ever again. If you want a ready supply of amulets, you'll have to pay full price.

Keep in mind that you can use amulets as partial payment in the Ivor Tower Marketplace for the Gold-plated Vest, Dragon Helmet and Magician's Ring.

What a Bargain!

The Nobilia Marketplace is a treasure trove of fabulous baubles, but the best bargain is just a few steps away. Call Beads and the Call Up formula give you access to the powerful magic spells of the four leaders of Evermore. Call Beads are rare, and the Meteorite ingredient for the Call Up formula is even rarer, so players have found it difficult to build their magic skill levels, and the spells never seemed particularly useful. There is, however, an endless



This is one treasure few have been lucky enough to find.

supply of beads at the entrance to Nobilia Castle.

Six dragon statues guard the walkway that connects

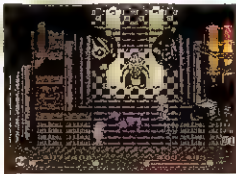
the town square and the castle gate. Walk up the path and turn right, just past the last dragon statue. Walk right to the wall and stand in the little space between the corner of the building and the pond. Use the Search command to pick up a Call Bead. You can pick up as many as you like, and there will be more waiting for you if you return.

Rocket Parts

As it does in any adventure game or RPG, a good portion of Secret of Evermore revolves around retrieving all sorts of items, necessary or not. Many players have been asking about the lone treasure chest at the top of the Volcano. It's chest holds the Gauge, one of the items Tinker needs to construct his Rocket. After he gives you the Windwalker, walk back up the Volcano Path. When the geyser boosts you up to the summit, you'll land on the same ledge as the chest.

Besides the Gauge and the Diamond Eyes (which we covered in Volume 80), you'll also need the Wheel to complete Tinker's Rocket. To find it, go back to the Big Bug in the southeast corner of

Bugmuck Swamp, the same place you went to look for Strong Heart. Defeat Coeoptera, concentrating your attacks on his Heart, rather than his Claws. He'll



Once completed, the Rocket will blast off for Omnitopia.

leave behind a cocoon. Slice it open to reveal the Wheel.

Chocobo Egg

Moving on to some of the Charms, the Chocobo Egg, which increases your maximum hit points, can be bought in the Ivor Tower Marketplace for nine Perfume Bottles and nine Beads. You can also get one by buying an Annihilation Amulet from a man in Crustacia. Once you defeat Mungola in Ivor Tower Castle, the egg trader will pack up his wares and leave for parts unknown. You can



If you're not careful, the egg trader will slip away.

trade the Chocobo Egg for the Magic Gourd in the Nobilia Marketplace, but despite the gourd's reputation as an object of great power, it's actually worthless!

Caveat Emptor

Most epic games offer a steady stream of bigger and better items, weapons and armor as you progress, but you really have to remember the saying, "buyer beware," when you're in Evermore.

Besides the Magic Gourd, there are other much-hyped but ultimately disappointing items, including the Insect Incense, Ruby Heart and the Gloves of Ra. The incense is supposed to repel mosquitoes and spiders, while the Ruby Heart is supposed to decrease your enemies' hit percentage when your hit points are low. Neither works as well as advertised. You're better off keeping the Moxa Stick, which increases the effectiveness of your healing potions, rather than trading it for either of these things. As for the



The makers of the Ruby Heart may be guilty of false advertising!

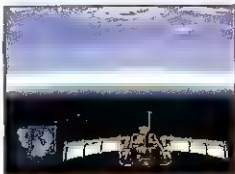
gloves, they have a defense rating of +26 and are just not worth the price.

Cautionary Tales

You have the freedom to go where you will in the land of Evermore, but there are dangers in wandering aimlessly. We've told you before about how you can become trapped in the Great Pyramid if you're not careful, and Ivor Tower Castle holds a similar fate for adventurers that are perhaps a bit too clever.

A few enterprising players have found a way to sidestep the normal sequence of events and get into Ivor Tower Castle without battling the Verminator. While you may avoid one hazard, you'll end up in an even worse situation. Once you conclude your business in the castle and try to exit, you'll become trapped in a room filled with wooden crates, which is actually the Verminator's lair. Unfortunately, the only way

to get out of this mess is to reset the game and start over from your last save point. So even if you avoid the battle,



Don't become a victim of the "Evermore Triangle!"

the Verminator will get his revenge!

There's another quirk in the game that may cause you to lose the Windwalker. If you land the Windwalker in the upper right corner of the map screen (it's an area in the middle of the ocean), you may find yourself appearing back at Tinker's Airship minus your aircraft. Once again, there's no way to set things right once this happens, and you'll have to start over from a previous save point. These situations serve as a reminder of the one thing we often forget to do after the heat of battle or in the thrill of exploration: save, save and save again!

The Final Conflict

Most of the last portion of the game involves solving puzzles and gathering various items and weapons throughout Omnitopia and Ebon Keep. You'll go along for quite a while without battling major



Stock up on ammo and ingredients before the final battles.

enemies, but you should keep up with your weapons training because, believe us, the final battle will be a biggie!



Once you retrieve the Energy Core from the second Chessboard Path, return to the Junkyard and activate the computer. You'll walk up to the teleporter and be transported to the battle site automatically.

Your first foes will be the Speakers and Fans. The blasts from the Fans will keep you from getting too close, so be sure to have a powerful spear with you. Cryo Blast spells (which are fired from your Bazooka and can be bought in the Merchant Sector) are



Barrier and Energize will be your most useful formulas.

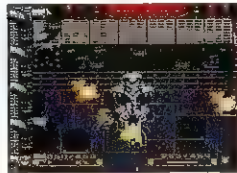
also very effective against these blowhards. The Speakers have 1,000 hit points each, while the Fans are rated at 2,500 hit points.

After you defeat the Speakers and Fans, walk up and flip the switches. A swarm of enemies, including Raptors and Eyes of Rimsala, will appear and attack you at random. Once they've been cleared out, Bad Boy and Dark Toaster will make a grand entrance. There's no special strategy to terminating your evil clones, but now would be a good time to use all of those extra Call Beads you picked up in Nobilia. Bad Boy has only about 800 hit points, but Dark Toaster has a whopping 10,000 hit points!

After Bad Boy and Dark Toaster are history, you'll

encounter another wave of minor enemies, then Magmar will step in. His attacks will be more devastating than anything you'll have faced thus far, but the Barrier formula will protect you from the worst of it. In general, your attack formulas will work better than your magic spells, and you should use the Energize formula to increase your weapons' attack strength. Be sure to get this formula from Ruffleberg Professor after you get the Energy Core. Magmar has about 25,000 hit points.

You'll next be hit by a final wave of minor monsters, and then Carlton's Robot will come into view. This mechanical menace is impervious to most attack formulas and spells, so you'll have to rely on your trusty sidearms to win the day. You should concentrate your fire on the robot's sides, since he'll shoot straight downward. Another key tactic is to move your dog to the upper left ledge. The



The Disrupt formula may slow down the robot's responses and help give you a fighting chance.

robot can't follow him, but your dog can shower him with laser fire. Make sure the boy's hit points are high before you switch to the dog. If you manage to whittle down the robot's 30,000+ hit points, ultimate victory will be yours!



DONKEY KONG COUNTRY 3

DIXIE KONG'S Double Trouble!

Dixie takes center stage in Donkey Kong Country 3. Dixie Kong is the new star of the show.

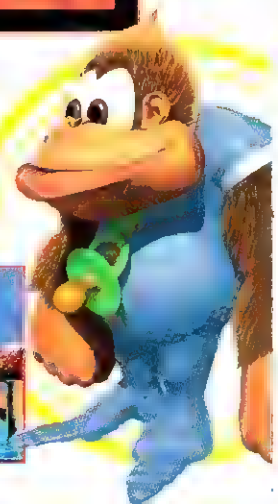
It's not how many bits you have, it's how you use them!



© 1996 Nintendo

The New Banana

DKC3 cranks the Kong series up another notch on the game post. Dixie returns with her full complement of simian super powers, while new second banana Kiddy Kong will be able to break through floors and roll along the ground like a barrel. Together with several enhanced "team" abilities, these new features will open up all sorts of exciting and unpredictable game play possibilities!



Helpers and Hangouts

No DKC adventure would be complete without a large supporting cast, and this installment won't disappoint. Funky, Swanky and Cranky Kong will be on hand to help our hairy heroes, as will a "mystery" Kong clan member. Returning animal buddies Enguarde,

Squawks and Squitter will be joined by an as yet unnamed elephant and bird, and new shops and stopovers will be manned by a troop of helpful bear brothers. Dixie and Kiddy won't want for friends when they need them.



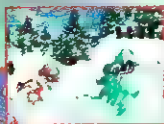
Crock Full of Kremlings

And what would the Kong clan do without crooked Kremlings to battle? Since a DKC game without enemies would be no game at all, the Kremlings will be fielding a squad of seasoned veterans and formidable rookies in

their quest to be the best of the bad. New enemies include Krem robots, Krem twins, several new undersea imitants and bird bad-dies that you can use as platforms.



And what would the Kong clan do without crooked Kremlings to battle? Since a DKC game without enemies would be no game at all, the Kremlings will be fielding a squad of seasoned veterans and formidable rookies in

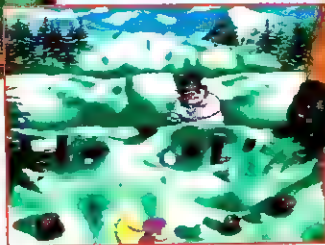


Bigger & Better

We've seen only an early prototype, so we can't confirm the exact plot, and some elements may change. We do know, however, that there will be new bonus games, new vehicles and more secret areas than in any previous DKC adventure. We'll bring you complete coverage in a future issue!



The DKC 3 design team has said that the major bad guys will be buffed up, mentally as well as physically. With better A+, some enemies will track you closely during battle and respond more directly to your actions.



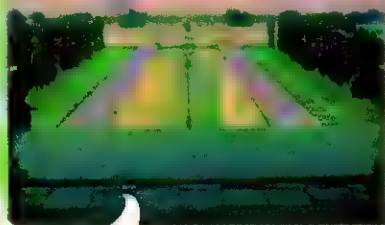
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Prince of Persia

2

This fall,
 Titus
 sends you
 back to Persia's opulent
 past for a royal reckoning
 on the Super NES.

©1995 Psychosis
 ©1995 Titus



Play in Persia

Already a popular game for the PC, Prince of Persia 2 is sure to please Super NES players. While the game sticks to a traditional side-scrolling format, the highly detailed graphics and finely-tuned play control give it an edge over many of the games in this genre. Even if you're one of those choosy gamers who isn't easily impressed by pretty graphics, we think you'll be pleasantly surprised by this Pak's challenging play. This month, we're giving you a quick look at a one-player game that's tailor-made for ace players.



NINTENDO POWER

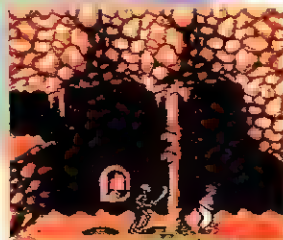
A Princely Plot

The adventure begins in Persia's distant past, when the Prince awakens one morning to find that an identical imposter has taken his place! Although the Prince can see that his doppelganger is actually the dastardly Jaffar, the entire palace (including the Princess) is under a spell that makes the Prince appear to be a petty thief. Pursued by guards, the Prince flees the palace and sets off on foot through Persia's burning sands, dangerous dungeons, and trap-laden temples in an attempt to regain his status and exact retribution on the fiendish Jaffar.



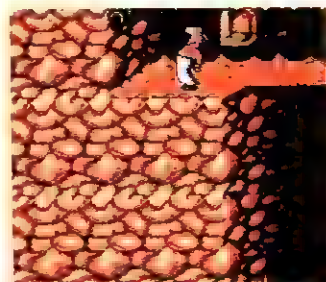
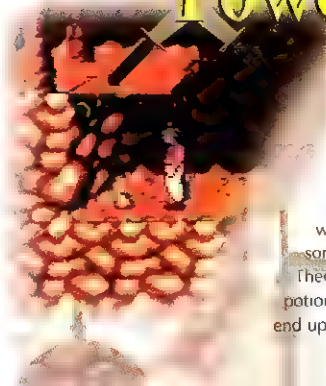
Perils and Pitfalls

Armed only occasionally with a simple scimitar, the Prince will face numerous enemies on his long journey through ancient Persia. Palace and temple guards will try their best to cut his game short, while more ominous creatures like snakes, ghouls, and skeletons are even greater obstacles to the Prince's success. As if all that wasn't enough, the game is chock full of perils, pitfalls and booby traps, with almost every misstep resulting in pain and misery for the Prince.



Powerful Potions

Because it's hard to finish a stage without doing some major damage to the Prince's health, you have to rely on powerful potions to get you through the game. One of the potions gives the Prince a quick p.c.y me-up, and another potent elixir gives the Prince the power to glide down great distances without sustaining any damage. Unfortunately, some of the brews you find are far from beneficial. There's nothing more frustrating than downing a potion that you hope will boost your health, only to end up with a mouthful of bitter poison.



Donald Duck is headed to
Hawaii, but he's not on
vacation—he's on the
hottest case in the tropics.

MAUI MALLARD™

ALOHA, AND WELCOME TO MAUI!

Disney's undeniably cool Donald Duck turns Private Investigator in a soon-to-debut Super NES platform game that takes him to the Hawaiian Islands. As a P.I. known as Maui, he's tracking down the tropical isle's missing sacred tiki. Using a blaster and some impressive ninja skills, Maui makes his web-footed way through a haunted mansion, a village of native Muddrakes, and even a watery underworld to win back the island's idol. The action is fast-paced, the graphics are great, and the game play is entertaining. While we can

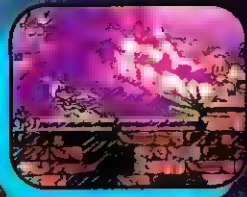
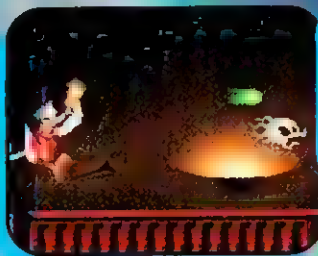
show only a few shots from Maui's upcoming case, they show that Maui is a player's paradise!



TWO BIRDS OF A FEATHER

After the game's first level, players can use two different versions of Donald Duck. The first is Maui the duck detective, who comes equipped with swimming and vine-climbing skills as well as a blaster for beating baddies. The second is Maui the ninja master, who uses a big bamboo rod for swinging, climbing narrow passages, and knocking enemies on the noggin.

Maui PI can climb vines with ease, blast the baddies from a distance, and use his pistol for propulsion underwater.

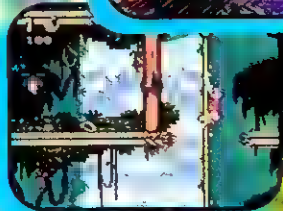
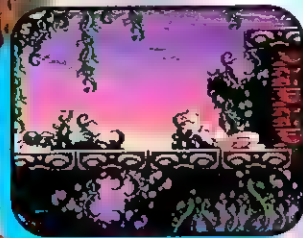


Ninja Maui can use his bamboo banchaku to swing across obstacles, hop bad guys up close, and brace himself when



MYSTERIOUS MAUI

More than just a simple search for a sacred tiki, Maui Mallard is adventure through mysterious locations where dangers can quickly de-feather the duck detective. Starting in a creepy mansion, Maui takes off on a journey that will lead to training in ninja gymnastics, bungee jumping through a thorny jungle, swimming through a sunken ship, and descending into a 'surreal' underworld where the bad ducks go when their earthly existence ends. With all the challenges that he'll face in every level, Maui may want to reconsider island living and move back to the mainland!



PERILS AND PITFALLS IN PARADISE

The look of each level is not the only thing that changes dramatically in Maui Mallard; in fact, all the obstacles and enemies are distinctly different in almost every stage of the game. For example, in one stage Maui may have to fight the native Muddrakes, who use blow darts, boomerangs, and razor-sharp yo-yos, and in the next, he'll head underwater where

spiny fish, fireball-throwing pirates, and even a ferocious current can dole out damage to the fast-paddling duck. As you might've guessed, the island's tropical environment can be just as diverse and hazardous as the enemies that Maui encounters. For Super NES owners who have been waiting for a super-tan platform game, the wait is over. Maui Mallard is on the case!



COUNSELORS' CORNER

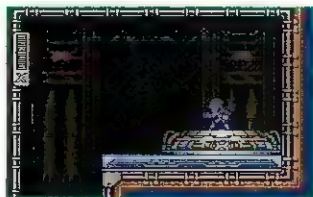


MEGA MAN X3

HOW DO I USE THE ROBOT RIDE PLATFORMS?



Robot Ride Platforms are found in all the stages in the game except the Tunnel Rhino Stage. Marked with an "X," these platforms wrap a powerful suit of armor around Mega Man. You cannot use the Robot Ride Platforms until you find the Chimera Robot in the Blast Hornet Stage. After you find Chimera, jump up on the platform and activate the Robot Armor menu. Highlight the desired armor and lock in your selection.



You cannot activate a Robot Ride Platform and wear special armor until you locate the Chimera Robot. Look for him in the Blast Hornet Stage.



After you find the Chimera Robot, stand on any Robot Ride Platform and pick your armor. Your menu options increase as you explore the game.



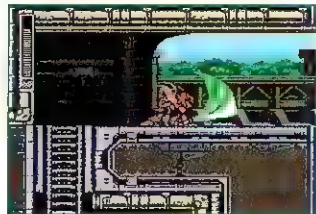
HOW DO I GET ZERO BACK?



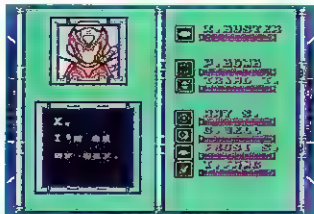
Zero has only one life, so if you lose him, you cannot call for his assistance unless you use an old password. If you've never called Zero before, press the Start Button to pause

your game, then press the R Button to activate the Communication Panel. If you press the Start Button one more time, Zero will warp to your location. Although Zero won't fight any of the Maverick

Bosses, he can collect items in every stage in the game. You can switch back to Mega Man at any time, but once you do, you won't be able to call Zero again until you complete the stage.



Zero is happy to collect items for you, but he'll leave the big fights for the Blue Bomber.



To request Zero's assistance, select the Communications Panel and press Start.



Unlike Mega Man, Zero has one life to give to his country, so if you lose him, he's gone for good.



SUPER MARIO RPG

HOW DO I GET THE MUSHROOM CASTLE TREASURE BOX?

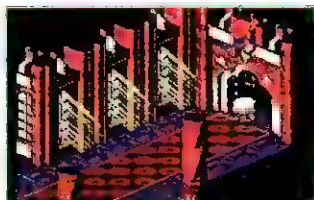


Kimberly Montoya

Many players realize late in the game that they are missing the treasure box from the Mushroom Kingdom Castle. The only time you can reach the chest is at the beginning of the game, when Toad is walking through the room to talk to the Chancellor. Hop off Toad's springy hat to reach the chest. Toad is the only character in the castle that gives Mario enough altitude to grab the treasure.



You can reach the high treasure box while Toad is on his way to visit the Mushroom Chancellor.



Bouncing off Toad's hat adds a spring to Mario's leap that you won't get any other way.



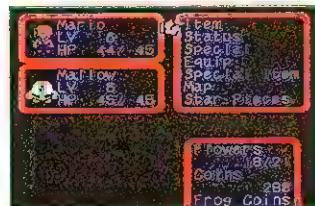
HOW DO I DEFEAT BELOME?



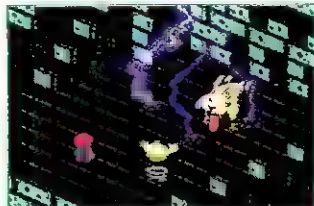
Four-eyed Belome resides in the Kero Sewers. Mario and Mallow should be at least to level six before they take on this spell-casting, Mallow-

munching baddie. Let Mario swing his Hammer while Mallow casts Thunderbolt. Use Defense or a Special Attack if you're turned into a scarecrow.

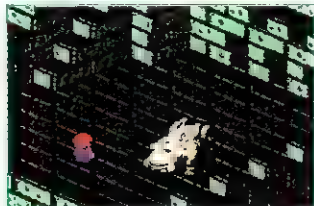
If Mallow is getting chewed up, keep Mario's hit points above 20. If you survive Belome's spells and swallows, the big lug will soon be swept away.



Raise your characters' levels to at least six before mucking it up with big, bad Belome.



While Mallow unleashes a Thunderbolt spell, Mario should use his Hammer on Belome's head.



If Belome decides to chew on Mallow, concentrate on keeping Mario's hit points above 20.



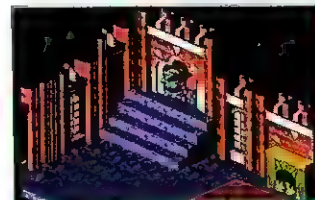
HOW DO I BREAK DOWN A DOOR?



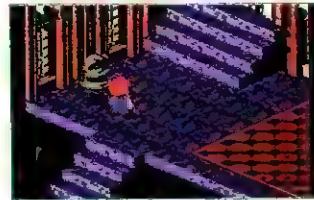
It takes teamwork to break down Marrymore's barricaded doors. A door collapses when you and your partner (either Sniffit 1 or Bowser) hit it at exactly the same moment. The trick is

timing and location. Try to start your charge at the exact moment your partner makes for the door. Your bashing buddy is always crashing into the left side of the padlocked portal, so make sure you're

hitting it on the right side. The fine art of door bashing requires practice, so don't be disappointed if it takes more than a few attempts before you pick up your degree from the school of hard knocks.



You can break down a door if you and your partner hit it at exactly the same moment.



Timing is key to a breakthrough, so make your run coincide with your partner's charge.



You'll be left frustrated if you charge on the wrong side of your partner. Stay to the right.

UNCHARTED WATERS: NEW HORIZONS

WHERE IS THE BLACK MARKET?



A few unusual weapons and treasures are sold in port item shops around 2:00 a.m. Black market items are never cheap, and you won't find them in any shop during the daylight hours. Most black markets carry similar items, like the Crusader Armor, but some shops in remote regions run special deals for their evening customers. Look for the Crusader Sword in Timbuktu.



Every item shop has a secret, but if you want to shop around, you need to wait until 2:00 a.m.



Not all black market shops are identical. The shop in Timbuktu carries special merchandise.



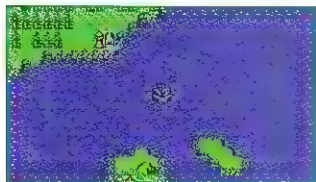
WHAT ARE THE BEST TRADE ROUTES IN EUROPE?



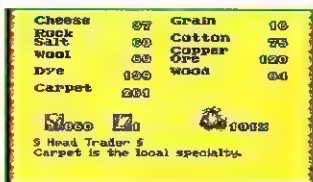
You can follow the strategy of buying low and selling high, but there are a few sure deals within the European markets. One triangular route is to sell Lisbon's rock salt in

Bordeaux and then buy wine. Sail to London and sell the wine to buy wool, then return to Lisbon to sell the wool to buy more rock salt. Other short routes include selling Istanbul's carpets in

Athens in exchange for art, then returning to Istanbul to sell the art for more carpet. You can also try selling Athens' art in Kaffa and use the money to buy Kaffa's iron ore to sell back to Athens.



When starting out, look for short trade routes that don't exhaust your expensive food stores.



Try trading Istanbul's carpet for Athens' art, then return to Istanbul and buy more rugs.



You can also sell Athens' art in Kaffa and use the proceeds to buy Kaffa's ore to sell in Athens.



HOW DO I DISCOVER NEW ITEMS?



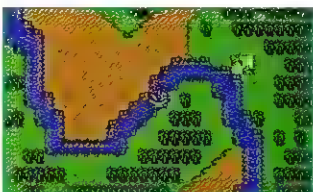
New Horizons has 98 items to discover, but only 50 of the items are randomly selected for a scenario. Buy a telescope and assign a majority of your crew for Lookout duty. The extra eyes increase your chances of catching

every detail on the horizon. Scour isolated islands and explore the source of major rivers. All villages have secrets. When you happen upon a new village, land there and use the Search command. Depending on your hero's intuition and luck, you

might find an item as soon as you touch shore. If you don't find anything, try Entertaining the villagers to increase their trust and cooperation, then Search again. When the villagers trust you enough, they'll show you a local secret.



When looking for new discoveries, assign a large contingent of men to the lookout posts.



While a few villages are scattered along the shorelines, most are found inland on rivers.



Search the villages you find and, if you don't find anything, Entertain the inhabitants with food.



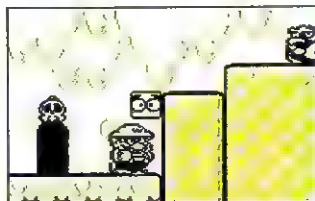
WARIO LAND

WHERE IS THE TREASURE IN LEVEL 16?



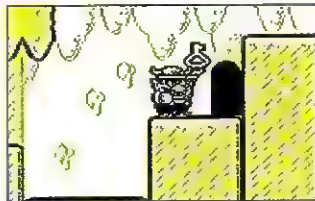
Todd Buechele

You have to be a big Wario to open the Treasure Room in Level 16. Break open the Face Block just to the right of the stage start and take the Key. Carry the Key to the right until you



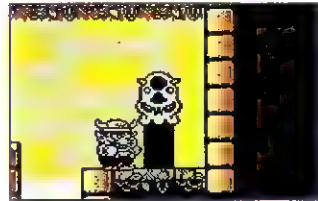
Uncover this Key by smashing the Face Block just to the right of the beginning of Stage 16.

reach the second group of four cracked blocks. You can smash the blocks by executing Wario's Body Slam—press left or right on the Control Pad while tapping the B Button. After you smash the blocks,



Big Wario must shatter the second set of four cracked blocks to find this hidden door.

you'll see a door. Enter the door and carry the Key to the right, across the gaps and icy ledges, until you reach the Treasure Room Door. Use the Key on the Door and grab the treasure inside.



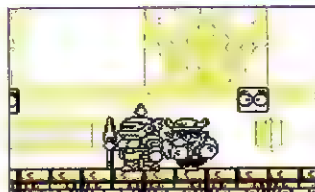
Enter the hidden door and walk right across the gaps until you reach the Treasure Room Door.



HOW DO I DEFEAT THE KNIGHT IN SYRUP CASTLE?



The key to defeating the Knight in Syrup Castle is to hit him from behind. Stand on the blocks in the room and wait for the Knight to pass, then jump down and throw a 10 Gold Coin or execute a Body Slam. When the Knight gets back on his feet, he'll charge across the screen. Wait until the Knight tires and slows back down, then sneak up on him and hit him again. Stun the Knight three times to defeat him.



You can find a chink in Syrup Castle's Knight if you hit him from behind. You can toss a 10 Gold Coin at him or pound him with a Body Slam.



After the Knight is stunned, he'll get back up and charge blindly around the room. Seek refuge on one of the blocks high above the floor.

Q & A FAST FACTS

EYE OF THE BEHOLDER

- Q:** What is the best sword in the game?
A: The best sword is a +5 long sword named "Severious." You'll find it on the Ninth Level of the maze.
- Q:** Why won't my mage's Vampiric Touch Spell damage some monsters?
A: This spell won't work on the undead.
- Q:** How many times can I use a wand?
A: All wands except the Wand of Silvas have three charges.

BRANDISH

- Q:** Which monsters give me the most gold?
A: You don't get gold for defeating monsters in this game. Look for treasure chests or weapons or armor to sell back to shops.
- Q:** How many endings are in the game?
A: There are two endings. The ending of your game depends on whether you help or fight Alexis.
- Q:** What is the best weapon in the game?
A: The Planet Buster Sword.

THE BUGS BUNNY CRAZY CASTLE

- Q:** How do you make Bugs jump over enemies?
A: You don't. That rascally rabbit won't jump in this game.
- Q:** Are there safe spots in the stages?
A: Yes. While traveling through a door or a pipe, Bugs is invincible.
- Q:** How many levels are in the game?
A: 60.

Write To:
 Counselors' Corner
 P.O. Box 97033
 Redmond, WA 98073-9733



Pick of the Paks

They're Back

Nintendo is re-releasing some of the best Game Boy titles to ever grace a portable screen.

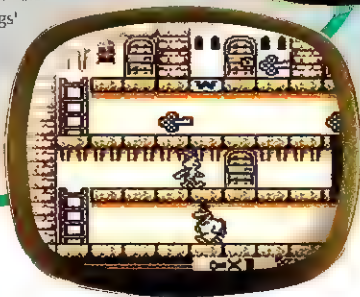
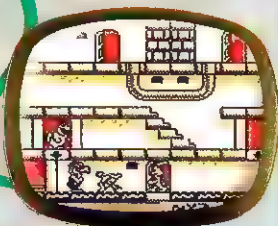
This is your second and possibly last chance to pick up these one-player games at a price too low to publish. Look for the Player's Choice symbol wherever you buy your Nintendo products.

The Bugs Bunny Crazy Castle 2



Wicked Witch Hazel has locked up Honey Bunny in Crazy Castle, and Bugs must scamper to the rescue. Bugs Bunny Crazy Castle 2 is a password-backed, 28-stage game. Help Bugs navigate the castle's mazes as he dodges traps and tracks down keys to unlock doors leading to Honey Bunny's cell. A bevy of Looney Tune characters ranging from Wile E. Coyote to the Tasmanian Devil do their best to hinder Bugs' rescue attempts. For!

their plots and plans with a huge assortment of goodies from the ACME factory. This looney game will entertain cartoon fans of all ages.



Star Wars

Long ago, in a galaxy far, far away, the first portable Star Wars game came out of hyperspace and arrived in the Game Boy universe. Assume the roles of Luke Skywalker, Han Solo or Princess Leia as you elude Imperial forces and deliver the Death Star plans to the Rebel leaders. Star Wars

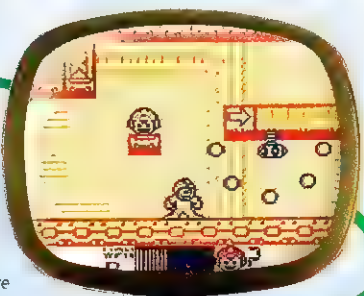
presents challenges throughout six detailed stages, ranging from exploring the catacombs of the desert planet of Tatooine to dodging laser blasts as you dive through the Death Star's fortified trenches in your X Wing fighter. The game does not include a save feature, which means you'll need to rely on the Force to make it to the ending credits. Star Wars is the perfect challenge for any true Jedi warrior.



Mega Man: Dr. Wily's Revenge

Journey back to yesteryear and relive every sweaty moment of the first Game Boy battle between the blue bomber and the mad doctor. Mega Man: Dr. Wily's Revenge features six, challenging, password-backed stages. After you best Cut Man, Elec Man, Ice Man and Fire Man, blast through the doors of

Dr. Wily's loathsome lab and take on five more mechanized masters. Each time you crush a robot rival, you can add their weapon to your arsenal. This futuristic fight-fest doesn't stop until you confront the bad doctor in his Sky Fortress. Can you stop Wily? The fate of the future is in your hands.

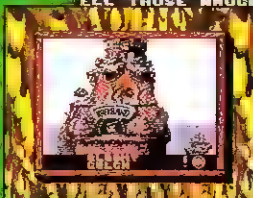


Too Kool for K. Rool!

All of the game play goodness that made DKC 2 such a phenomenal hit for the Super NES is here in Donkey Kong Land 2 for the Game Boy.

No effort was spared to make DKL 2 as challenging and fun as its 16-bit predecessor, and it borrows its plot and characters from DKC 2, it sports all the level maps and puzzles.

This month, we're going to expose the locations of the secret bonus areas. You won't find them where you did in DKC 2.



Swing Into Action!

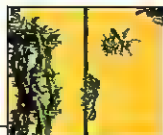
DONKEY KONG LAND 2



Hirsute Heroics

In DKL 2, Diddy and Dixie roll and spin with the same rhythm and feel that they did

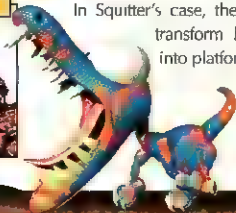
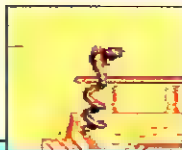
in DKC 2. You can't use their team throw, but you can switch between them by pressing Select.



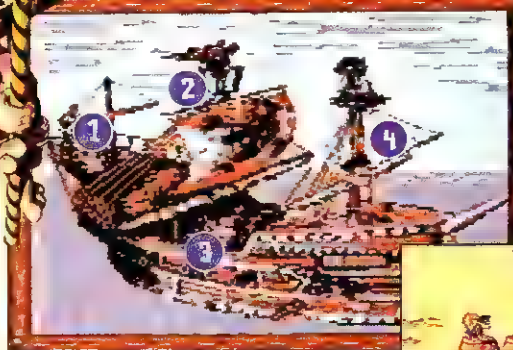
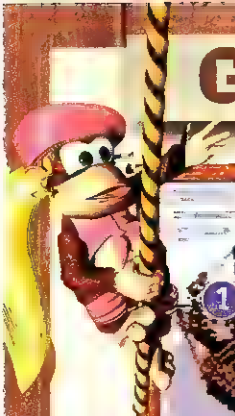
Pals to the End

Rattly, Enguarde, Squitter and the rest of your animal buds are back, and they've also retained their signature moves and abilities. Pressing the Y Button will make them charge ahead or fire.

In Squitter's case, the Select Button will transform his attack webs into platform webs.

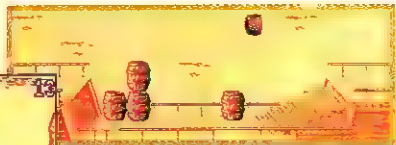


Gangplank Galleon



1 Pirate Panic

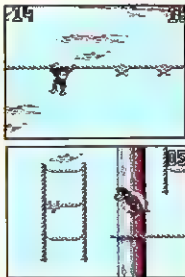
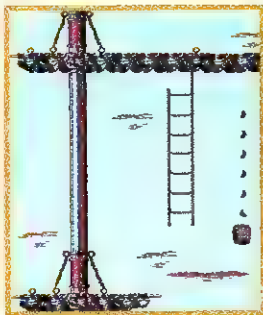
The bonus areas hold many of the Kremcoins and Hero Coins in the game. We'll show you how to reach one bonus area per stage, though there are certainly more. The first bonus area is located just before the midpoint in Pirate Panic.



Jump off the barrels or the higher deck to reach the Bonus Barrel. In the bonus area, just hop up the barrels to find the Kremcoin.

2 Mainbrace Mayhem

This Bonus Barrel is on the far right side of the stage before you reach the halfway point. You can lower yourself down the rope ladder and then jump to the right. Use the line of bananas as a guide.



It's a race against the clock to collect all the stars. A Kremcoin awaits you at the finish line.

3 Gangplank Galley

After you pass the halfway point, you'll come across two large gaps in the deck. This Bonus Barrel is located in the second one, just below the first hook. When you return to the regular stage, you'll be able to pick up the Hero Coin easily.

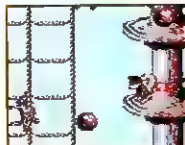


When you enter the bonus area, guide Diddy or Dixie to the Kremcoin, flattening Clappers as you go. You have to defeat all enemies in the area before it will appear.

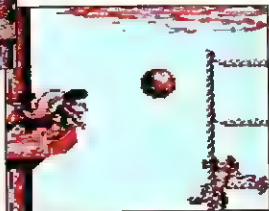
4 Topsail Trouble



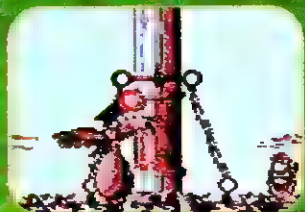
Located on the far left, this bonus area is easy to miss if you're just intent on getting to the end of the stage. Use the hooks to jump up to the barrel or take a flying leap from the upper part of the mast.



Flip cannonballs at Klingers as they slither up and down the rigging. Defeat all of them before the timer runs down for a Kremcoin prize.

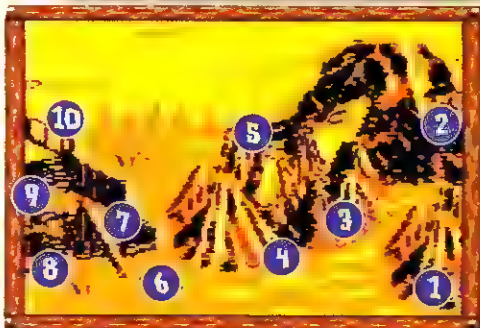


Know's Nest



The left corner is often safe, but you must be quick to reach the Kremcoin. The right corner is often safe, but you must be quick to reach the Kremcoin.

Krem Cauldron



1 Hothead Hop

Pick up Squitter and stand on top of the hill. Use your platform webs to go back to the left to find the Bonus Barrel. You can pick up a DK Barrel and a Banana Coin along the way.



Your job here is simple: use your platform webs to reach the small island to the right. There are no enemies to fight, so take your time.

2 Kannon's Klaim



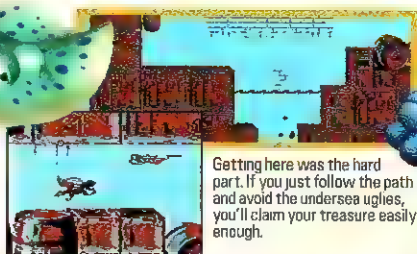
This invisible Bonus Barrel is located just above and to the left of the Star Barrel. Cartwheel jump or helicopter to the upper left platform. If you need a partner, you'll find a DK Barrel to the right.

Blast your way to the upper right platform. From the third Blast Barrel, maneuver yourself toward the right, not the left.



3 Lava Lagoon

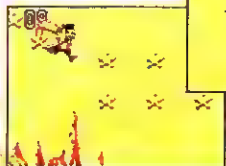
Keep an eye out for this area, which appears after the halfway point. The stage will flow naturally to the right, but for once, don't follow your instincts. Hop up and left to find this often-missed bonus area.



Getting here was the hard part. If you just follow the path and avoid the undersea uglies, you'll claim your treasure easily enough.

4 Red-Hot Ride

Just after the Star Barrel, you'll find a small hill with a DK Barrel above it. Jump or helicopter spin back to the left onto the balloon, then drift left to reach the Bonus Barrel.



Make two passes, using the left balloon first, to catch all of the stars. Run to the right for the Kremcoin.

5 Squawks's Shaft

Once again, you'll have to buck your instincts to reach a Bonus Barrel. From the second Blast Barrel, head up and left instead of up and right. You'll also find the letter "K."



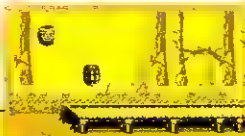
You'll be tempted to avoid the Iweeks to reach the end, but don't. Defeat them all to make the Kremcoin appear.



6 Barrel Bayou

This Blast Barrel is hiding in plain sight! At the very beginning of the stage, take just a few steps to the left to find a Blast Barrel that will propel you to the Bonus Barrel. Ready, aim, fire!

Here's your chance to test your throwing arm... with a cannonball! Instead of a kewpie doll, you'll receive a lovely Kremcoin.



8 Krockhead Klamber

Jump from the reed and bounce off a Flitter to reach the Bonus Barrel. The Flitter won't reappear if you defeat it, so you'll have only one shot at the barrel. Make it count!



Let the bananas be your guide as you blast your way across the swamp. Reach the island to claim a Kremcoin.

7 Glimmer's Galleon

Go straight to the right from the Start to find the Bonus Barrel. Hit the Lamp Barrels to shed some light on the proceedings.



Follow the path around in a circle and gather all of the stars. The Kremcoin will appear back near the starting point.



9 Rattle Battle

Use the barrels and the Zinger to boost yourself up to the Bonus Barrel. If you stand on the barrels, you'll see just the Zinger's legs as it buzzes back and forth. If you defeat the Zinger but miss the barrel, use Ratty's Super Jump (hold select and release) to get to the Bonus Barrel.

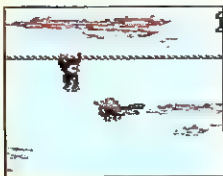


Use short hops to get from one Zinger to the next. If you jump high, you'll probably smack into a Zinger hovering above you.

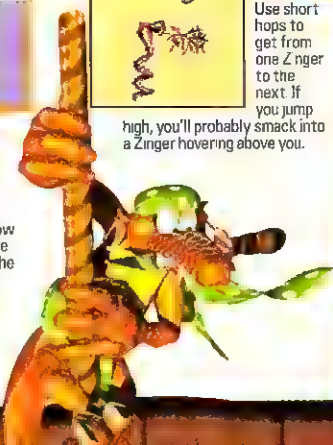


10 Slime Climb

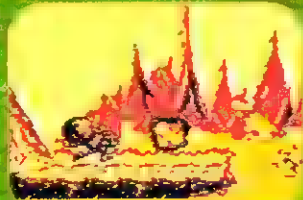
After you pass the Star Barrel, go up and right then up and left. You'll see an Exclamation Point Barrel right in your path. Collect it then drop down to find the Bonus Barrel.



Jump up the mast and follow the rope to the end. Leap to the right for the Kremcoin.



Kleaver's Kilt



This two-stage match has even trickier timing than its DKC 2 counterpart. First, break open the barrels to get cannonballs to heave at Kleaver. In the second round, stand next to the cannon and press the attack button to fire when Kleaver is overhead.

Krazy Kremland

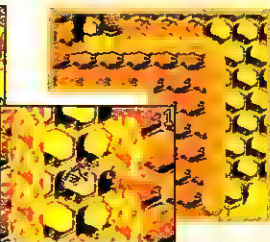


1 Hornet Hole

Collect the Exclamation Point Barrel near the start, then run back to the left. Ricochet off the Zinger into the barrel and grab on to the left wall. Climb up to the ledge

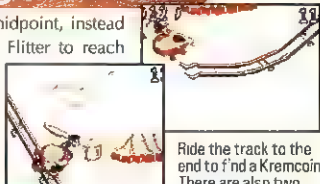


Wall jump up and right, then drop down the shaft. Continue to the right, avoiding the Spiny, to reach a Kremcoin.



2 Target Terror

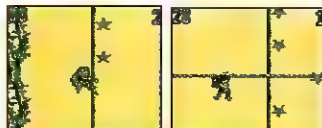
Just before the midpoint, instead of jumping onto a Flitter to reach the upper track, let your car fall off the edge to a hidden lower track.



Ride the track to the end to find a Kremcoin. There are also two banana bunches on the upper track.

4 Bramble Scramble

After passing the "No Animal" sign, jump to the next platform on the left and then to the vines above. Continue up, left and then right along the vines to the Bonus Barrel.

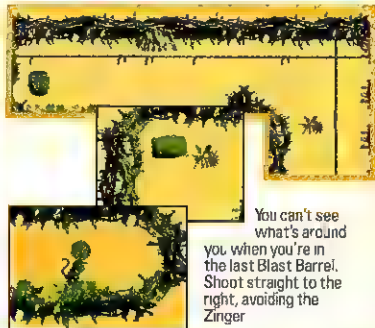


Jumping from vine to vine to get the stars may be faster than climbing hand-over-hand.



3 Bramble Blast

Clear the first set of barrels and walk to the edge of the lower platform. You'll see a Blast Barrel, a Flitter and a vine. Grab the vine and follow it up and left. It's better to avoid the Flitter than to bounce off it



You can't see what's around you when you're in the last Blast Barrel. Shoot straight to the right, avoiding the Zinger

5 Mudhole Marsh

Keep your eyes peeled for an arrow just before the Star Barrel. Bounce off the second (upper) Necky to reach the bonus area.



Collecting these stars won't be a problem for any practiced jumper.

6 Rambli Rumble

About a third of the way through, you'll find a Klampon at the top of a tower. Spin to the left or drop down and climb up the opposite wall. Bounce off the Flitter into the Blast Barrel.



Use the cannonball to defeat all the enemies. Diddy works best here



King Zing



The not-so-regal King Zing is vulnerable only from behind. After you sting him twice, he'll buzz around faster and start leaving little Zingers in his wake



Gloomy Gulch



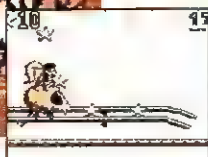
1 Ghostly Grove

This bonus area appears in the second half of the stage. Look for the telltale trail of bananas leading down. The Zinger is moving left to right, rather than up and down.



2 Krazy Koaster

This area appears just past the second Zinger. To reach the high track, you must jump a little earlier than usual to land just behind the Zinger. Jump again immediately.



The stars' arrangement encourages you to jump at the wrong time. Jump only from a low to a high track.



Try to jump as soon as you can. Any delay may result in the timer running out before you can reach the Kremcoir.



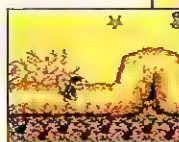
3 Gusty Glade

After the first couple of gaps, you'll come to a long row of thin towers then a hook.

Follow the trail of bananas beneath the hook.



This bonus area will be a cakewalk compared to the regular stage.



4 Parrot Chute Panic

You'll transform into Squawks for the first part of this stage. There's an invisible hook just to the left of the first "No Squawks" sign.

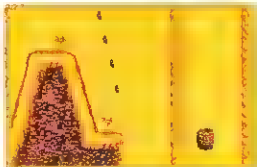


You'll just need to reach the end of the bonus area, but that's a lot tougher than it sounds.



5 Web Woods

Taking the low road through these haunted highlands will help you spot this Bonus Barrel. Look for it about three-quarters of the way through the stage.



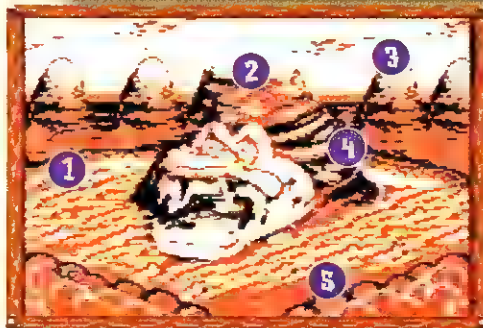
Perfect your jumping and web-spinning technique to beat the time limit.

Kreepy Krow



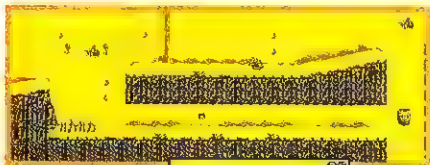
Kreepy Krow has a bone to pick with you—or, rather, he'll be in with your bones! Keep jumping back and forth to avoid the falling eggs, and never jump straight up.

Klubba's Kiosk



1 Jungle Jinx

Once again, the bananas tell the tale. Follow a trail of them that lead down from a pair of hooks early in the stage, then follow a long tunnel off to the right.



Use the Flitters as stepping stones to cross above the stakes. There's no way to defeat the Zingers; you'll just have to avoid them.

2 Black Ice Battle

This is the second area in the stage that has this layout. Jump up and left from the slope to an invisible hook. Spin left to reach the ledge—a jump won't be long enough.



As you slide downward on the ice, collect all of the bananas so you'll earn the Kremcoin. Stopping isn't an option! Avoid the Zingers as you descend.

4 Klobber Karnage

This line of Blast Barrels appears in the first half of the stage. Look for a lone banana beneath one of the barrels.



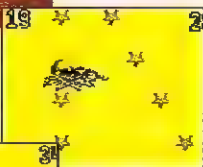
Collect all of the stars and receive a Kremcoin reward. You may have to repeat this stage to get the timing right.



Hit the barrel to make the Krocheads rise out of the lava. Bounce along a string of Flitters to reach the Kremcoin.

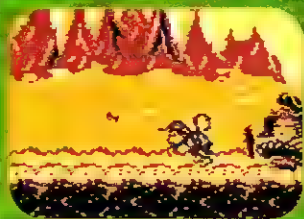
5 Animal Antics

This cleverly hidden Bonus Barrel lies below the continue barrel in the stage. Even if you don't have Dixie and her helicopter spin, just step over the edge and then hold Right.



In some parts of this bonus area, it may be faster to move up high and jump down to collect strings of stars.

Krocodile Kore



The not-so-good Captain K. Rool will follow much the same attack pattern here as he does in the Flying Krook stage. Listen for his shots and time your jumps accordingly.

K. Rool's Keep

GAME BOY

1 Arctic Abyss

Here's another case of a Bonus Barrel being placed out in the open, but this was probably done to lull you into a false sense of security.

Wait until you get to Windy Well!

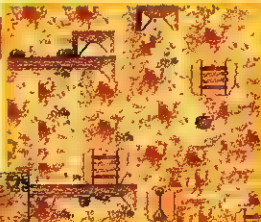


In contrast to the twisting dead-end corridors of the level, the bonus area is a big empty room.



2 Windy Well

Since the raging winds will keep you from falling, you need only worry about roaming enemies. Just before the Star Barrel, jump out to the right instead of up.



With so little time, you can't afford any mistakes. Take the extra second to aim properly rather than risk a misfire.

3 Dungeon Danger

Look for a cannonball just after the halfway point. Drop down and left to find the matching Kannon. Lock and load!



Follow the chains upward to grab your next Kremcoin. You can defeat the Klingers by bopping them on the head.

4 Clapper's Cavern

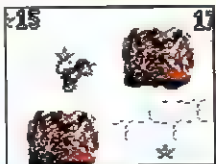
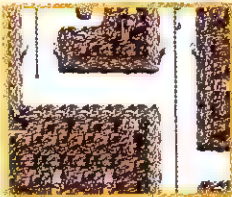
Finding this barrel won't be a problem, but just getting to it will be! Hightail it through any ice field after the first one, since Clapper appears rarely.



The icy coating on the ground will make beating these Klampans risky business.

5 Chain Link Chamber

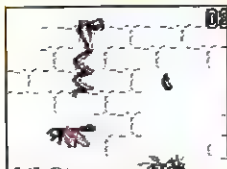
From the start, keep to the shafts on the right as much as possible, going left only when there is no alternative. You'll soon see two hook-handed Krooks, one on the right and another on the left. Defeat the left one (a bop on the head will do fine) and follow the tunnel left and up.



Navigate around the moss-covered rocks to collect a total of sixteen stars.

6 Toxic Tower

When you reach the Bonus Barrel, the sludge will be hot on your prehensile tail. The toxic mess won't rise while you're in the bonus area.



The bonus area will give you a much appreciated breather from the regular stage.

Flying Krock



Reaching the Bonus Barrel with K. Rool himself is off-limits, but the bonus area will give you a much appreciated breather from the regular stage.

WALMART

Disney's Pinocchio

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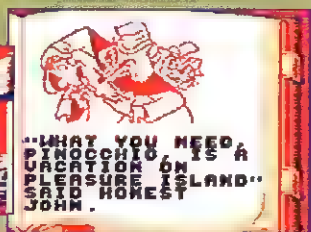
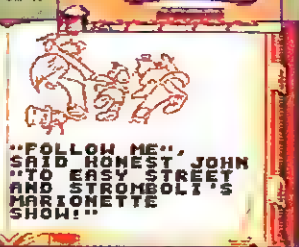


Hello, Pinocchio



he story of Pinocchio was already a literary classic when Walt Disney turned it into a classic of another kind, and now T•HQ adapts the adapting this timeless tale to yet another medium.

Pinocchio for the Game Boy is a faithful retelling of Disney's Pinocchio, with detailed characters and backgrounds based on the movie's designs and a terrific soundtrack that will be instantly recognizable to anyone who has enjoyed the film. The game is geared toward young players, and parents looking for an alternative to standard action games will appreciate its charming nature and simple challenges.



Though short, this one-player adventure offers good game play variety and three difficulty levels.



Items



As Pinocchio embarks on his quest to become a real boy, the Blue Fairy thoughtfully leaves a trail of useful items and power-ups along his path. He'll certainly need all the help he can get!



Hats

Collect Hats to gain extra lives, or, as they're called in this game, "tries." Four Hats - one try.



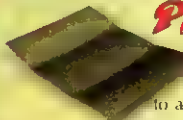
Books

Collecting Books will net you extra continues. A good education will always take you far!



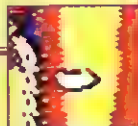
Wands

The magic Wands are a special gift from the Blue Fairy. Each one will restore a large portion of Pinocchio's health meter.



Pages

Pick up the Pages to acquire special powers, like the ability to spin around and knock down enemies.



An Actor's Life For Me



Hearing Geppetto's pleas, the Blue Fairy brings Pinocchio to life. If Pinocchio can earn the Badges of Truth, Bravery and Unselfishness, she'll grant his wish and turn him into a real boy! In this first stage, you must guide Pinocchio through town to the schoolhouse. Seagulls and bullies will dog your steps, while sign posts and water pump handles (among other things) can catapult you through the air.



Duck to avoid the birds and jump to dodge the rocks thrown by the bullies. Press Up to go through the large doorways. If you go down Easy Street rather than head to the School, you'll have to repeat part of the stage.



Lampside Seating



The ever-faithful Jiminy Cricket watches as Stromboli forces Pinocchio to perform in a puppet show. Swat the moths and bugs with your umbrella to drive them away. Your burly bumbershoot can also block attacks and let you to float on the night breeze.



It's All Free Boys

Balloons

Follow Lampwick as he strolls across Pleasure Island, but don't get too close to the firecrackers. Grab on to a balloon and soar above the midway. If you don't jump from balloon to balloon in time, you'll fall.



Rollercoaster

The balloons will eventually dump you onto a rickety roller coaster. Jump to collect items, cross gaps and ring the bells that open up new sections of track. Duck to avoid loose boards.



The loose boards are hard to see, so you should duck constantly, just to be on the safe side.

Escape From Pleasure Island

Innocchio eventually realizes that Pleasure Island isn't all that it's cracked up to be and tries to escape. If you've collected enough Pages, you'll be able to spin by pressing B. Knock out the evil coachman, then head to the left. As you climb up the rocks, watch for the monsters' beady eyes glowing in the shadows.

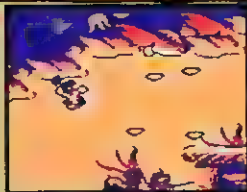


At the top of the cliff, defeat the coachman one more time to escape the island for good.

Search For Menstro

High Road

Innocchio is made of wood, so, of course, he floats! You can complete the level running along the ceiling. Just avoid enemies and collect items, and you'll be fine.



Low Road

If you prefer the low road, collect clams to weigh yourself down. Explore the lower caverns for extra Magic Wands and other items. To reach higher ledges, you can jump on the Manta Rays without being hurt. The bubble streams will also help you maneuver around obstacles.



Inside Monstro

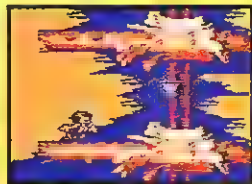


Geppetto came looking for Pinocchio only to be swallowed by Monstro the Whale. The only way to escape is to make the big guy sneeze. Use your spin attack on the crates to break them open. Find at least five pieces of wood to burn, then find the lamp



Find Geppetto

Knock over the lamp in the lower right corner to start a fire. Drop down to the crates and barrels at the bottom and go left.

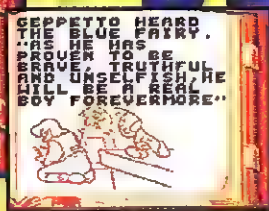
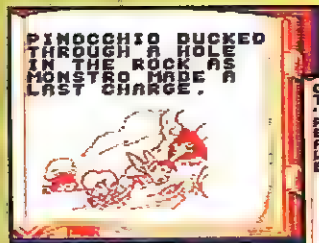
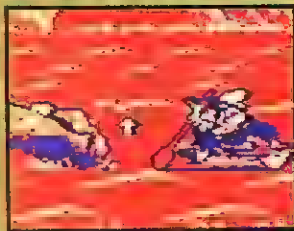


As you make your way through the wreck, watch out for crabs and sharp, splintered wood.

Escape From Monstro



You've nearly escaped, but Monstro won't give up easily. Watch out for arrows telling you whether to duck or jump to avoid the rocks. You'll eventually outrun the blubbery beast, but Geppetto will be thrown into the churning surf. If you act unselfishly, you may finally get your wish and fulfill your father's happiest dreams!



Only the STRONG
Survive in them...



CHALLENGE #1

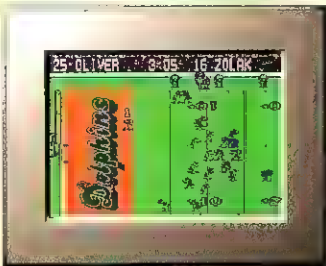
KIRBY SUPER STAR

How fast can you chow down and run through the three mazes in Grand Prix Mode of the Gourmet Race? Racing against King Dedede is a walk in the park when you're up against the top gamers in North America. Somebody out there is going to break the two minute barrier. Could it be you? Practice until you're satisfied with your time, then take a picture of the "Win" screen at the end of the race. The fastest ten times will dominate the Battle Zone and pick up four Super Power Stamps. Bon Appétit!



TECMO SUPER BOWL

Robert Colley of McDermott, Ohio wrote in with a Player's Challenge for Super Tecmo Bowl. During the 1992-93 Season, Colley led the New Orleans Saints to victory while allowing only 26 points to be scored against the team during the entire season! That's just two touchdowns and four field goals in sixteen games! Can you do better? Could you play a whole season without a single point being scored against your team? The top twenty football heroes will earn four Super Power Stamps.



CHALLENGE #2

MEGA MAN X3

Ren Agbunag of Virginia Beach, Virginia liked our Volume 84 Mega Man X3 challenge so much, he thought we should do it again but this time we should challenge readers to complete the Blast Hornet Stage first. Ren says that you are not allowed to collect any power-ups or complete any other stages. The first twenty-five Blue Bombers who barrel through the Blast Hornet's Stage and send in their passwords will pick up four Super Power Stamps.



TWISTED CHALLENGES

In Volume 84, we dared readers to send in their most twisted and toughest challenges. Twisted challenges are created by readers for readers. While you don't get a prize for meeting or beating a Twisted challenge, if you make one up and we print it in Nintendo Power, you'll get four Super Power Stamps. Here are the winners of our first twisted installment:

- *Can you complete Final Fantasy III without using Cure 2 or Cure 3 throughout the game?* Robbie Hale, Tempe, Arizona
- *In Tetris Game A, can you make it to Level 10 without leaving a gap in any line?* Shaye Peabody, Moreno Valley, California
- *Can you run to the end of the first level in Earthworm Jim 2 without using any weapons or Jim's whip?* Timothy Swaim, Arlington, Texas
- *In Super Mario RPG, while racing against Boshi on Yo'ster Isle, can you win without using any Yoshi Cookies?* John Bednarz, Shaverton, Pennsylvania and Brandon Powers, North Highlands, California

BATTLE ZONE

SUPER MARIO KART

Best Times on Mario Circuit 2

Greg Pituch	Aurora, OH	1:14:53
Michael Paul Clark	Pelzer, SC	1:21:07
Matt Moffitt	Folsom, CA	1:22:81
Aaron Finkbeiner	Lynchburg, OH	1:23:34
Andrew Beckett	Sheboygan, WI	1:25:05
Bryan Heikotter	Fresno, CA	1:25:49
Shane Krouse	Calgary, AB	1:25:55
Ben Copley	Pleasant Hill, CA	1:25:96
Shaun Frank	Laurel, MT	1:26:12
Vinson Ridenour	Bellflower, CA	1:26:20

Greg Pituch and Michael Paul Clark were the dream team that gave the East their first victory in the Battle Zone. Pituch blew away the competition by using Donkey Kong Jr. with a 150 cc boost in Mario Kart GP mode. The trick was picking up a turbo boost off the starting line. You don't know about the turbo boost? At the start of the race, try holding down the B Button just before the second red light turns on. Let the engine rev and get ready to take off!



THE LEGEND OF ZELDA—A LINK TO THE PAST

Reaching Canon with Only Fourteen Hearts (Volume 84)

Derek Allen	Dresher, PA
Andrew Beckett	Sheboygan, WI
Chris Bilby	Muskogee, OK
Stephen Campos	Silver Spring, MD
Nick Collines	Lowell, MI
Shawn Croucher	Victoria, BC
Joseph Curply	Bay City, MI
Ronny Donahue	Portage, IN
Andrew Ebersbach	Wayne, NJ
Robert Ellis	Washougal, WA
Donald Fitzgerald	Long Beach, MS
Ryan Fitzgerald	Oroville, CA
Jeremy Fredin	Wichita, KS
Seth Fredrickson	Lester Prairie, MN
Daniel Frumson	St. Louis, MO
Lorianne Fulco	Brooklyn, NY
Brian & Justin Grigg	Vernon, CT
Tim & Tully Gustafson	Bay Shore, NY
Atta Haimour	Calgary, AB
Chris Harris	Tigard, OR
Michael Heighway	Danville, IL
Ely Hsu	Jacksonville, FL
Alison Hynes	Brookville, PA
Joshua Kraus	Flushing, NY
Eric Lob	Campbellsville, KY
Jason Loomis	Ellisburg, NY
Daniel Mackel	Toronto, ON
Melissa McCulloch	St. Louis, MO
Doug Palen	Orlando, FL
David Pittaro	Montreal, PQ
Andrew Peck	Circle Pines, MN
Jake Pratt	Dodgeville, WI
Zack Reed	Biloxi, MS
Jonathan Reno	Jackson, MO

Peter Robinson	Thorton, CO
Theresa Rucando	Staten Island, NY
Jeff Russ	Niskayona, NY
Paul Sample	Madison, SD
Jeremy Semko	El Paso, TX
Tim Stanley	Brandon, VT
Stephen Stephano	Strongsville, OH
Michael Sutherland	Madison, NJ
Bobby Taylor	Reston, VA
Chris Tervo	Sioux Falls, SD
Chris Toyzan	Marshall, MI
Geoff Tuttle	Fountain Hills, AZ
Peter Yu	Tallulah, LA

Kristopher Qualitto	Norwalk, CA
Andrew Rafferty	Derry, NH
Jason Reck	Mountaintop, PA
Lucas Roach	Hallock, MN
Brandon Shenfield	Omaha, NE
Mark Solleza	Los Angeles, CA
Shawn Wu	Reston, VA
Shawn Zander	Dassel, MN

SUPER MARIO KART

Best Times on Choco Island 2

Justin Bayera	Baltimore, MD	1:20:39
Eric Bengfort	Gainesville, TX	1:20:50
Andy Joyn	Scarsdale, NY	1:20:97
Michael Hernandez	Wilmington, CA	1:20:99
Stephen King III	Suquamish, WA	1:21:19
Jason Lambert	Monticello, MS	1:21:38
Steve Rose	Hawthorn Woods, IL	1:21:40
Hung Dinh	Tucson, AZ	1:22:05
David Vojtisek	Endicott, NY	1:22:20
Justin Hodgkins	Whitefield, ME	1:22:30
Brian Hymn	Grapevine, TX	1:22:36
Bobby Bellair	Eastpointe, MI	1:22:38
Leonard Steen	Havsville, KS	1:22:71
Ryan Peterson	Tucson, AZ	1:22:75
Michael Conrad	Sherborn, MA	1:23:03
Ian Young	Merriam, KS	1:23:06
Matt Bucknor	Columbia, M	1:23:34
Phillip Tyler	Fort Worth, TX	1:23:36
Nate Stephens	Ashland, OH	1:23:46
Pat Buchanan	Idaho Falls, ID	1:23:54
Mark Conkle	Bloomington, IN	1:23:59
Jeremy Gelacio	San Diego, CA	1:23:64
Scott Hendrickson	Arcata, CA	1:23:97
Greg Zhelesnik	Bronson, FL	1:23:99

MEGA MAN X3

Complete the Tunnel Rhino Stage first! (Volume 84)

Lee Aarons	Marlton, NJ
Lincoln Abreu	Sunnyside, NY
Tom Bulmer	Burlington, NC
Jared Burley	Bay City, MI
Jim Bycer	Cherry Hill, NJ
Jesse Byers	Corvallis, OR
Rebecca Cataldi	Coraopolis, PA
Keith Chase	Willimantic, CT
Ivan Cheung	Frankfort, KY
Neal Christiansen	Los Banos, CA
Delbert Curio	Lewiston, MI
Robbie Espiritu	DeSoto, TX
Whitney Gunter	Dallastown, PA
Stephen King III	Suquamish, WA
Scott Kuska	Coral Springs, FL
Judson Lincoln	Columbia, MD
Mike Olesh	Des Moines, WA
Hector Ortega	Alta Loma, CA
Alvaro Perezchica	Calexico, CA
Kirk Priem	Bay City, MI
Paul Pulaski	Highpoint, NC

ENTER THE ARENA

Write your name, address and Member Number on the back of your photo. Challenges in this issue must be received no later than October 10, 1996. The top qualifiers receive Super Power Stamps.

Include your Super NES in the photo of your high score. Dim the lights and then take a few photos without a flash. If you're taking a photo of a Game Boy, place it on a flat surface.

Address entries to:
POWER PLAYERS' ARENA
P.O. BOX 97033
REDMOND, WA 98073-9733

NEW PLAYING

your Power Guide To The Latest Releases

SEPTEMBER 1996

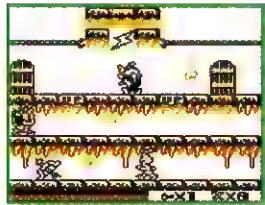
THE BUGS BUNNY CRAZY CASTLE 2



Company Nintendo
Release Date September 1996
Memory Size 512K bits

Warner Bros.' irreverent rodent walks all over the competition in a castle filled with surprises.

Bugs runs into Sylvester, Elmer, Wile E. Coyote and other cartoon cronies in this classic platform game, now being rereleased by Nintendo as part of the Players' Choice series. Pick up carrots to boost your score and boxing gloves, cartons, buckets and other items to knock off your enemies. In Video mode, players rerun the last stage to see how well they performed. Originally released by Kemco-Seika, The Bugs Bunny Crazy Castle 2 was first seen in 1991 but, like the cartoons, the game play remains as less.



 Lots of frantic fun for an MSRP of \$19.99. Passwords.

 Slow play control response.

DONKEY KONG LAND 2



Company Nintendo
Release Date September 1996
Memory Size 4 Megabits

Awesome ape action returns to the small screen.

Last year's incredible Donkey Kong Country 2: Diddy's Kong Quest has been converted into the best ACM title for Game Boy to date. DKL 2, like its predecessor, covers most of the Kremling's island. Diddy and Dixie Kong, along with friends such as Squawk and Rambi, must scamper to the pinnacle and beyond to face Captain K. Rool. Although the levels may look familiar, the animation for the Game

Boy has been greatly improved by the developers at Rare over the first Donkey Kong Land game. DKL 2 also makes great use of the Super Game Boy enhancements. Power covers all the mon-keyshines in this month's review.



 Excellent action, play control and graphics.

 Stages are basically the same as those in DKC 2 for the Super NES.

ICON
KEY



1-P. AYER
MODE



MULTI-PLAYER
ALTERNATING



MULTI-PLAYER
SIMULTANEOUS



PASS-
WORD



BATTERY-BACKED
MEMORY



GAME
LINK



SUPER GAME BOY
ENHANCED



SUPER
FX CHIP

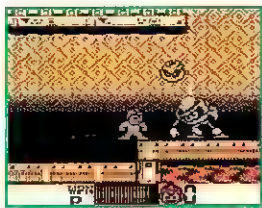
MEGA MAN Game Boy



CompanyNintendo
Release DateSeptember 1996
Memory Size1 Megabit

A robotic rampage from the past.

The Blue Bomber is back on the trail of his arch rival, Dr. Wily, in the rerelease of the first Mega Man game for Game Boy. It's classic Mega Man action with enemies and traps in five worlds. Before facing Dr. Wily, Mega Man must jump, climb and shoot his way past Elecman, Iceman, Cutman, and Fireman. Each time you beat the boss, you win his high-powered weapon. Mega Man never disappoints and at an MSRP of \$19.99, the price won't let you down, either.



Excellent play control and graphics. Challenging.



Awkward diagram passwords.

DISNEY'S PINOCCHIO Game Boy



CompanyBlack Pearl
Release DateOctober 1996
Memory Size4 Megabits

Geppetto's wooden son heads out for an adventure on Game Boy.



Jiminy Cricket narrates the tale of Disney's Pinocchio while players guide the marionette and the cricket (in the stage) through the temptations of youth. Classic Disney tunes, such as When You Wish Upon A Star, add to the familiarity of the game. The plat-

form-action stages include Gaped's town, Pleasure Island and Monstro the Whale. Prove yourself to be brave, truthful and unselfish by collecting the letters B, T and U in the different stages of the game and you'll become a real boy forever. Disney fans and young gamers won't want to miss this month's Power review.



Nice graphics and music.



Very simple game play.

PILOTWINGS 64 N64



CompanyNintendo
Release DateSeptember 1996
Memory Size64 Megabits

Get off the ground and earn your wings.

Just as Super Mario 64 sets a new standard for action games, Pilotwings 64 will set a new standard for action simulations. Virtual pilots soar into the skies via Gyrocopter, Rocket Belt, Hanglider, Cannon or even under their own winged power. The 3-D world includes a not-so-miniature United States and several islands. You'll also find plenty of bonus games, like the cannon shot in which you are fired from the muzzle of a giant cannon. Paradigm Simulations provided the 3-D magic while Nintendo added the fun. The combination is unbelievable. This month, Power takes you to flight school.



An amazing flight experience. Great graphics and play control. You don't even have to achieve a goal to have fun in this game.



Missiles don't leave any permanent damage.

REALM Super NES



CompanyTitus
Release DateSeptember 1996
Memory Size8 Megabits

Enter the realm of total action.

If you love unforgiving platform or shooter action, then this European import from Titus may be just the ticket for you. Realm combines sharp Super NES graphics with constant action. Your futuristic hero grabs power-up weapons at every opportunity, which you'll need in order to blast through to the guardians at the end of each level. Along the way, you'll face implacable enemies at every step. Don't despair, though, because Power has all the right moves for Realm in this month's review.



Very challenging. Good graphics.



No save feature. Unbalanced levels of difficulty.

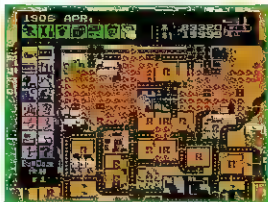
SIMCITY



CompanyNintendo
Release DateSeptember 1996
Memory Size4 Megabits

Congratulations. There's a new mayor in City Hall. And you're it!

Nintendo will release SimCity as the next title in the Players' Choice series for the Super NES. SimCity recreates the award-winning PC and Mac game from Maxis, then goes even further. Shigeru Miyamoto of Mario fame added fun touches to this version, such as friendly advice from Dr. Wright and extra gifts that you earn as your city grows. SimCity simulates the evolution of a city from village to metropolis, and you are in charge of making it grow. Of course, you can also send in the monsters to wipe out your creation. With almost 1,000 land forms from which to choose, the variety of cities you can design and build is almost endless. You can even begin with a real city such as San Francisco and help it recover from a disaster. Don't miss this month's Epic Center review and the ultimate building code



One of the most involving and creative Super NES titles. Excellent interface. Unbeatable price at an MSRP of \$34.95.



Unstructured play may leave some people confused or bored.

SUPER MARIO 64



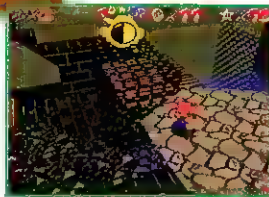
CompanyNintendo
Release DateSeptember 1996
Memory Size4 Megabits

A new age of video games begins with Super Mario 64.

Mario comes to life in the premier title for the new Nintendo 64, which will be released at the end of September in North America. Super Mario 64 pulls players into a true 3-D world where they have virtually no limits to their movement. Mario's mission is to save Princess Toadstool...from a prison in a painting! Once again, Bowser is behind the shenanigans. The magic of Shigeru Miyamoto's game design can be felt everywhere, from the stunning graphics to the variety of worlds and events.



Players may find fewer enemies to stomp and more mazes and puzzles to solve than in previous Mario games, but the action is just as demanding as ever. Mario leaps,



climbs, swims, flips, does handstands, and glides with one of three special caps. It's pure magic. Nintendo Power goes in-depth into Super Mario 64 this month.



A new standard for action games. Incredible graphics, sound and variety of play.



Shifting camera angles take some getting used to.

TETRIS ATTACK

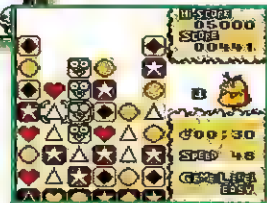
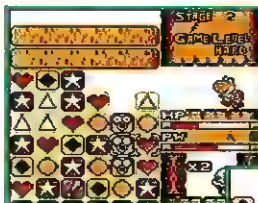


CompanyNintendo
Release DateSeptember 1996
Memory Size4 Megabits

A new Tetris for a new time.

The block-busting puzzle game that you discovered last month for the Super NES arrives this month for the Game Boy. Tetris Attack may be the most involving action puzzle game since the

original Tetris, and like that classic game, it is perfectly suited to Game Boy Tetris Attack contains single-player and two-player options plus a puzzle mode that limits the num



ber of moves you have to clear the screen of blocks. With the Game Boy version, you can play on the go or plug it into the Super Game Boy at home. Turn to our Tetris Attack tips in this issue.

ICON
KEY



1 PLAYER
MODE



MULTI PLAYER
ALTERNATING



MULTI PLAYER
SIMULTANEOUS



PASS
WORD



BATTERY BACKED
MEMORY



GAME
LINK



SUPER GAME BOY
ENHANCED



SUPER
FX CHIP



Totally captivating. Game Link two-player option. Super Game Boy enhancements.



Not as appealing as the Super NES version.

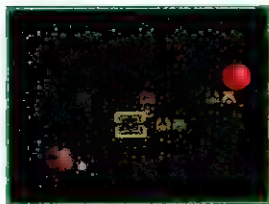
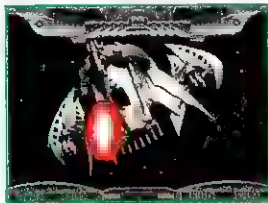
WAR 3010: THE REVOLUTION



Company.....Nintendo
Release Date.....September 1996
Memory Size.....4 Megabits

Humankind fights back against alien oppression.

War strategy takes to the far reaches of the galaxy in Advanced Productions' War 3010: The Revolution for the Super NES. As the human rebel leader, you command a ragtag fleet of stolen starships that you must use to accomplish preset mission goals. For instance, you might have to free a planet or protect a convoy from alien raiders.



The game engine is based on traditional hex board war games and is very similar to the engine in War 2040 for the Super NES. (The graphics of the battle units are considerably more sophisticated than those in War 2040.) First, you move your units, then

conflict is resolved by the computer. In addition, you can build new ships and equip fantastic new technologies on existing ships. Much of the strategy revolves around positioning your ships in areas where they gain a defensive advantage. In later scenarios, new ships are introduced and the challenge picks up considerably. This month, Nintendo Power's Epic Center wades into the deep end of space for a battle between the stars



An easy-to-learn strategy game. Graphics are an improvement over War 2040.



Not enough challenge for serious strategy fans.

	TITLE	POWER METER RATINGS				EDITOR PICKS	IDSA RATING	GAME TYPE
		G	P	C	T			
●	THE BUGS BUNNY CRAZY CASTLE 2	3.5	3.6	3.0	3.4			ACTION
●	DONKEY KONG LAND 2	3.3	3.3	3.8	3.3	★☆☆☆		ACTION
●	MEGA MAN	4.1	4.3	4.5	4.5	★		ACTION
●	PILOTWINGS 64	4.0	3.5	3.8	4.0	★☆☆☆☆	K-A	SIMULATION
●	PINOCCHIO	3.5	3.1	2.7	3.3	☆☆	K-A	ACTION
●	REALM	3.5	3.3	3.5	3.0		K-A	ACTION
●	SIMCITY	3.8	3.6	4.2	4.6	☆☆☆☆		SIMULATION
●	SUPER MARIO 64	4.5	3.8	5.0	4.5	★☆☆☆☆	K-A	ACTION
●	TETRIS ATTACK	3.3	3.5	3.8	4.0	☆☆☆	K-A	PUZZLE
●	WAR 3010: THE REVOLUTION	2.8	2.8	2.8	3.3		K-A	STRATEGY

POWER METER

The Power Meter ratings are derived from evaluations on a five point scale with five being the highest score possible for a category. The categories are: G=Graphics & Sound, P=Play Control, C=Challenge, T=Theme & Fun

SYSTEM KEY



---N64



---SUPER NES



---GAME BOY



---VIRTUAL BOY

PRO PLAYERS

If you like the same types of games as our pro players, then check for his or her seal of approval on the chart.

- ★ Scott
Sports, Simulations, Adventures
- ★ Leslie
RPGs, Puzzles, Adventures
- ★ Paul
Fighting, Sports, Simulations

- ★ Henry
Fighting, Action, Sports
- ★ Dan
Action, Adventures, Puzzles
- ★ Terry
RPGs, Simulations, Sports

IDSA Ratings

These Independent Digital Software Assoc. ratings reflect appropriate ages for players. The categories include: EC=Early Childhood, K=A=Kids to Adults, T=Teen (13+), M=Mature (17+), A=Adult (18+), NR=No Rating. To contact the IDSA regarding the rating system, call 1 800 771-3172.

PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

STAR WARS: SHADOWS OF THE EMPIRE

Some of the most iconic images in movie history are the ones that have been taken from the screen and placed in the real world. From the iconic red carpet to the iconic white picket fence, these images have become a part of our collective consciousness. And now, with the advent of social media, these images are being shared and re-shared at an unprecedented rate. This is a double-edged sword, however. While it allows us to connect with each other and share our experiences, it also allows us to see the most extreme and often the most negative aspects of our society. In this article, we will explore the impact of social media on our lives and how we can use it to our advantage.

the sound and graphics. You move Dead Island around using the Control Stick. If you hold the Z button, use the Control Stick to aim your blaster up or down. Camera views include behind-the-shoulder, first-shelfront, and making-for-a-momentarily-famous

SOURCE Extra

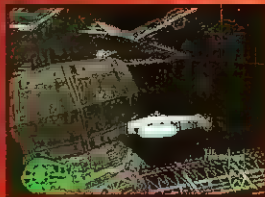
DEVELOPER — LUCASARTS ENTERTAINMENT

PUBLISHER — NINTENDO

MEMORY SIZE — 64 MEGABITS

LEVELS — 10, WITH MULTIPLE STAGES

CAMERA PERSPECTIVES – MULTIPLE



NINTENDO'S N64

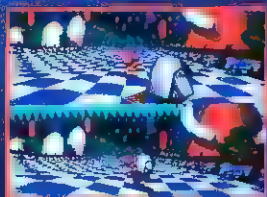
W

e thought you'd like a look at some of the incredible Nintendo 64 games currently in development at Nintendo Company Limited in Kyoto, Japan. The biggest changes have come about in Wave Race 64. Previous versions of the game

didn't include background features such as shorelines or special areas. As you can see now, Wave Race 64 looks fully rounded. The mouth-watering Star Fox 64 shots suggest a game with lots of variety and a very rich 3-D environment. Other games pictured are Kirby's Air Ride, Super Mario Kart R and Tetrisphere.



TETRISPHERE



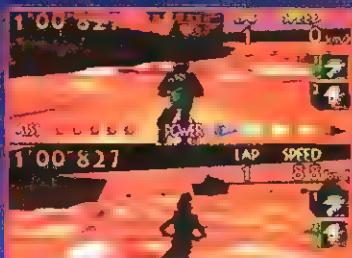
KIRBY'S AIR RIDE



SUPER MARIO KART R



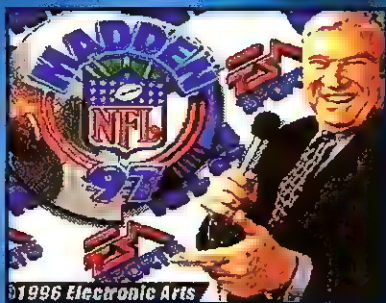
STAR FOX 64



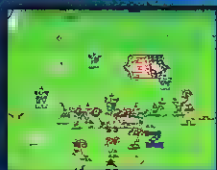
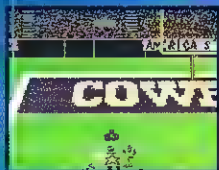
WAVE RACE 64

MADDEN NFL '97

The latest in the greatest Super NES football series is back with more action on the gridiron. As a football simulation, Madden NFL '97 doesn't miss a trick. From real NFL players to actual teams, including the newly nested Baltimore Ravens, EA Sports has put it all in this game. The play on the field feels substantially as it always has and the graphics won't shake up the world any more than they did last year. What the devs at EA Sports have done, however, is to continue to refine an already proven football format. Play modes in this edition of Madden include head-to-head vs. players or the computer, exhibition, and playoffs. The from-office and play-by-play modes from last year have returned, as will the TV commercial package wrapped up and on the shelf in a box set that arrives in early October.



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SUPER STAR WARS

Super Star Wars is back, and despite the real-world controversy surrounding the franchise, this will be appearing on the Super NES. The last line-up for the franchise on the Super NES was also available, as well. Nintendo's first Star Wars action title, Super Star Wars, was the first in the series. Super Star Wars joins the Players' Choice series, and its second appearance this year. In Super Star Wars, players drive a desert speeder to rescue R2D2, blast Imperial forces, and pilot an X-Wing down the Death Star to launch a missile down the vengeful Emperor. The game was developed by Sculptured Software and programmed by Sculptured Software. The game is a new genre of action-adventure games, but it's not as good as LucasArts. If you missed the original game, this is the best chance to see Super Star Wars.

NEW SOURCE Extra

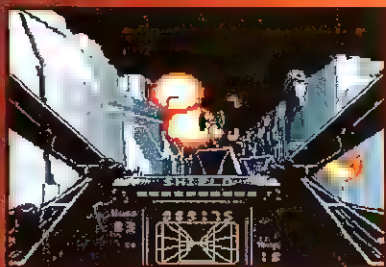
DEVELOPER — SCULPTURED SOFTWARE

PUBLISHERS — JVC AND NINTENDO

MEMORY SIZE — 8 MEGABITS

SPECIAL EFFECTS — MODE 7

LEVELS — 15



©1996 JVC/Nintendo

ARCADE'S GREATEST HITS

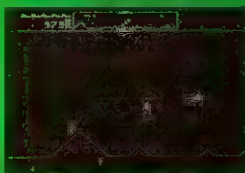
W

Williams' Defender is a game that has been live on arcade games for over 20 years. One Super NES Game Pak that is a real load of fun. Defender, Defender II and Star Wars are some of the Super NES titles with graphics and sound that are as close to the originals as you can get. Fans of these games will enjoy the arcade experience and get a few more of the action. You can play in the good-old-days, such as the Defender, Defender II, and Star Wars. You can choose your number of lives, from 1 to 30, and your score and other options. Blasting the

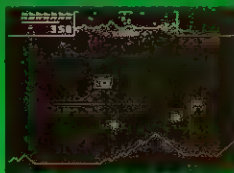
Defender is a game that has been live on arcade games for over 20 years. One Super NES Game Pak that is a real load of fun. Defender, Defender II and Star Wars are some of the Super NES titles with graphics and sound that are as close to the originals as you can get. Fans of these games will enjoy the arcade experience and get a few more of the action. You can play in the good-old-days, such as the Defender, Defender II, and Star Wars. You can choose your number of lives, from 1 to 30, and your score and other options. Blasting the



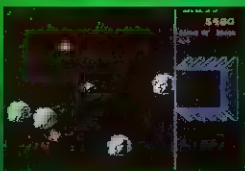
DEFENDER



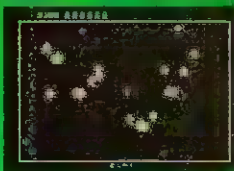
DEFENDER II



STAR WARS



STAR WARS



STAR WARS

COLLEGE FOOTBALL USA '97

B

lack Pearl sent us the first shots ever of its new Super NES College Football USA '97, along with a list of features as long as your arm. One of the highlights of this Super NES game is its 111 Division 1A teams from the seven top athletic conferences including: ACC, WAC, SEC, Big 12, Pac 10, Big East and Conference USA. The four biggest bowl games are represented, also, and a national championship game has been added in case you can't live with uncertainty. The most intriguing feature has to be the 16-player tournament mode. At Pak Watch, we tried to imagine putting 16 rabid college football fans in one room then making them wait their turn to play. Better buy insurance before staging one of these parties. Black Pearl's parent company, T+HQ, promises to send Pak Watch a playable version of the game in several weeks, so stay tuned for more news from the Bruise Patrol next month. In addition to College Football USA '97, Black Pearl has obtained the license from EA Sports to produce NHL '97.

WEIN

SOURCE Extra

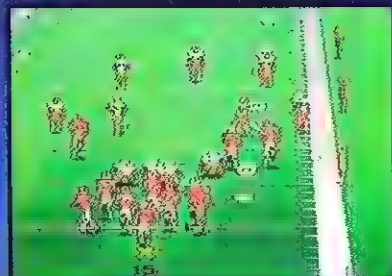
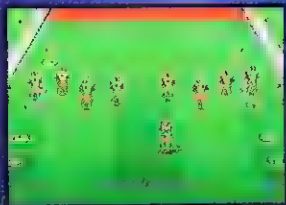
PUBLISHER — BLACK PEARL

RELEASE DATE — NOVEMBER 1996

MULTI-PLAYER — 1 TO 16 TOURNAMENT MODE

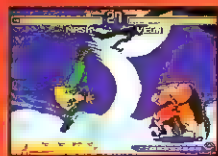
TEAMS — 111 DIVISION 1A TEAMS

BOWLS — ROSE, SUGAR, ORANGE, FESQ



STREET FIGHTER ALPHA 2

We had to stop the presses to bring you this news, but it was too big to let slip by. *Street Fighter Alpha 2* for the Super NES is on its way this October. Yes, indeed, Super NES fighting fans can rejoice. Nintendo of America feels your pain and wants to do something about it by bringing you the hardest punching, the fiercest kicking, and the most amazing special moves ever. *Street Fighter Alpha 2* is the first new Super NES *Street Fighter* title since *Street Fighter II* in 1994. Two years without a *Street Fighter* punch is almost too much to bear. The new game will feature several new characters, local and global, including multiple supers and combos. Incidentally, in the photos shown here, Mr. Vega and Charlie from the arcade game are back. Graphically, *Street Fighter Alpha 2* has the same look of the arcade game and has the same feel as the follow-up to *Street Fighter II*. To receive the full story on this game, look for the October issue.



TOY STORY

For a moment, it seemed as if Woody was going to return to the Super NES, but that plan didn't quite work out between Nintendo of America and Disney Interactive. If you missed Woody, he's not so far away. He's ready for a smorgasbord of great puzzle and action game play. The themes of the stages are based on the hit Disney/Pixar movie, but the game play does allegiance to classic action platform games. You'll solve simple puzzles, fight off bad toys, be a pin-baller, race with Woody, and even wind up, inside the game, a game for a first-person, 3-D maze experience. To miss this Super NES game once could be considered an oversight. To miss it twice would be embarrassing.

STAR WARS

For a galaxy far, far away seems to be getting closer to home this fall with a number of Star Wars titles set to be released or rereleased for Game Boy, Super NES and 64-bit. The Game Boy *Star Wars* debuted back in 1992 from Japan. The stages are different than those in the Super NES game, but the emphasis on challenging, platform action remains consistent in both versions. The MSRP for Game Boy Players' Choice games is \$19.99.

N64 IN JAPAN

Japan continues to be a hotbed of titles happening almost daily. It's hard to keep up, but we can remind that announced titles are still being pushed. Nonetheless, the Japanese market has some of the most exciting titles. Sony announced that it is working on a new game and *Super Power League 64*. The new Bomberman will be a multi-player game for the N64. Nintendo free-for-all that Bomberman fans have heard the word yet on whether this game will be a 3-D mazes or the more standard 2-D overworld. Pak Watch has also learned that a new American publisher has already snapped up the rights to bring the new Bomberman across the Pacific. A date has been set for this. Hudson's *Super Power League 64* is a baseball game, which brings the total of planned N64 baseball titles up to four.

Athena, a major publisher in Japan, has announced a mah-jongg game, which should be popular. It probably won't ever make it to our shores. The game will create three games: *Golf*, *Rev Limit*, and *Human Grand Prix* from *Human* will be a sequel to *Wonder Project*, an epic that was released on Super Famicom. In addition, Enix is working on a Super Famicom version of *Dragon Quest*. However, the N64 version of *Chrono Trigger* featuring new battle

DISNEY'S PINOCCHIO

Nintendo's Disney connection will be made more real this fall when Nintendo releases *Disney's Pinocchio* on the Super NES. Virgin Interactive and Disney have teamed up to create this graphically rich platform game starring the puppet who comes to life. The stages are similar to the stages in the movie, but the game, although you'll find some added complexity and spatial bonus areas between stages. Pinocchio is a fun, colorful, and brave the hard way, but the game is easy, suitable for younger game players. The game does a great job of setting the stage. The movie should show up in the movie theater.



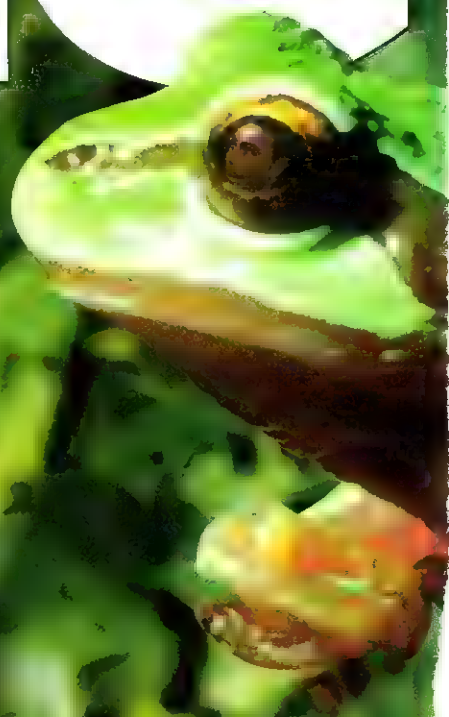
PLAYERS

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One entry per person please. All entries must be postmarked no later than October 1, 1996. We are not responsible for lost or undelivered mail. On or about October 15, 1996, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions on behalf of Nintendo Power magazine and Nintendo of America, Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the total number of entries received. The value of prizes to entry cards distributed is \$67,000,000. No substitution of prizes is permitted. All prizes will be awarded free of charge. For winners, send your full name and address to the address above after October 31, 1996.

GRAND PRIZE: One winner. Grand Prize Winner will receive Game Boy Pocket(s) estimated total value of prizes is \$5,000. Some restrictions apply. Void only in the U.S./Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, agencies or their immediate families. This contest is subject to all federal, state and local laws and regulations.



39. Three out of five dentists... 40. 41. Love and happiness... 42. It's like recess for your brain!... 43. Plumber... 44. 45. 46. Three words... 47. A block party sounds more fun than a Republican Party... 48. You can't find these kinds of prizes... 49. If you win, your kid brother will lick your shoes in worship!... 50. 51. More Prizes!... 52. It's more fun than taking off a bandage... 53. You need a reason to play a game?... 54. Some winners get to fill out a really cool envelope... 30. Something deep down in your gut says this is your lucky day!... 31. Our we double... 32. GRATIFICATION!... 33. 34. 35. Fame, fortune and power!... 36. 37. Because Kellogg's and Nintendo sound really cool in pig latin. (Ellogg Kay! Nintendo Nuy!)... 38. It's better than playing an instant lose game!

64 Reasons To Play THE

55. There's no height requirement!

56. Like you have anything better to do!

57. 58. 59. Eat cereal. Play game. Nuff said.

60. 61. No nasty cough syrup or painful shots needed!

62. It's the most fun you can have with a cardboard box!

64. You can't win if you don't play!

63. To play or not to play? That's a stupid question!

NINTENDO 64

1. One m64 Wins!

Kellogg's



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18-19-20 Watch features a dual image hologram, a leather band and an embossed Nintendo 64 logo.

22. Phone card has six minutes and forty seconds of free phone time and can be used to call the Nintendo Power Line to get the complete scoop on Nintendo 64 and inside tips on your favorite games!



13.

YOU COULD WIN A NINTENDO POWER™ SUPER POWER CLUB MEMBERSHIP!

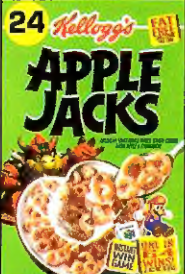
you could win a NINTENDO 64 HOLOGRAM WATCH!

17.

7. Game cartridges feature real time, 3-D graphics! 8. It's the world's first 64-bit video game system. 9. New "C buttons" change a player's perspective. 10. Controller has a memory pack accessory. 11. In this 3-D environment, characters can go wherever you want them to. 12. 3-D stick allows revolutionary 360-degree movement.

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N NINTENDO 64

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